JASPER THIBODEAUX
GAME PROGRAMMER

Projects

Hamerbuger hell
Jan. 2023 to June 2023

The last project at AIE. This project is a collaboration between game art, and programming classes to make games. This was made in Unreal 4.27 using the Perforce.

Game-art-demo
Dec. 2020 to Jan. 2020

This was a collaboration with my first partner to make a demo displaying raylib and the animations. My role was to make the enemy and collision.

YokaiInvasion
May 2022 to June 2022

This game was made in unity at the end of my year one. The team was six people three programmers and three artist. We saved our work using Git.

Education

Academy interactive entertainment, Lafayette
Jan. 2020 to June 2023

Advanced Diploma of Professional Game Development in Game Programming 2023

Contact

✉ jasperThibodeaux1229@yahoo.com
🌐 jaspersh122902.github.io
📞 337 581 3903
📍 1400N Bertrand Dr pat 5112B
in linkedin.com/in/jasper-thibodeaux
⌥ github.com/jasPerSh122902

Skills

C#
C++
Unity
Unreal
Perforce
Git
GLXL