JASPER THIBODEAUX
GAME PROGRAMMER

PROJECTS

Hamburger hell
Jan. 2023 to June 2023

My role was to make the bullet,missle, gun UI, and UI menu. I also made controller support for the menus. This was made in Unreal 4.27 using Perforce.

YokaiInvasion
Dec. 2020 to Jan. 2020

The role that I chose was to make the enemies and restart and start menus. I helped with the movement of the ninjas and the player. The team was six people three programmers and three artists. And used Git.

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

I make the enemy AI , input, health, collision, and start UI.

EDUCATION

Academy interactive entertainment, Lafayette
Jan. 2020 to June 2023

CONTACT

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SKILLS

C++
C#
Unity
Unreal
Perforce
Git
GXLX