

# JASPER THIBODEAUX

## GAME PROGRAMMER

### Education

---

Academy Interactive Entertainment,  
Lafayette, LA

Jan. 2020 to June  
2023

Advanced Diploma of Professional Game Development in Game  
Programming 2023

GPA: 3.5

### Projects

---

#### Hamburger Hell

Jan. 2023 to June 2023

This was a first-person shooter I made with a team of six programmers and artists over five months. It was developed using Unreal Engine 4.27 and used Perforce for source control. I made the bullet, missile, gun UI, and menu UI. I also made controller support for the menus.

#### Game Art Demo

Dec. 2021 to Jan. 2022

Together with a partner, we constructed a third-person demo. We used the Raylib library and C++ language, Git as source control. I made the enemy AI, input, health, collision, and start UI.

#### Yokai Invasion

May 2022 to June 2022

I made a third-person shooter with a team of six for three months. The project grew using the Unity engine and used Git for source control. I put in place the enemies, restart menu, and start menus. I assisted with the movement of the ninjas and the player.

### Contact

---

✉ [jasperThibodeaux1229@yahoo.com](mailto:jasperThibodeaux1229@yahoo.com)

🌐 [jaspersh122902.github.io](https://jaspersh122902.github.io)

☎ 337 581 3903

📍 [jasperthibodeaux1229@yahoo.com](mailto:jasperthibodeaux1229@yahoo.com)

in [linkedin.com/in/jasper-thibodeaux](https://linkedin.com/in/jasper-thibodeaux)

🔗 [github.com/jasPerSh122902](https://github.com/jasPerSh122902)

### Skills

---

C#

C++

Unity

Unreal

Perforce

Git

OpenGL

HTML