JASPER THIBODEAUX
GAME PROGRAMMER

Projects

Hamerbuger hell — Jan. 2023 to June 2023
The last project exiting my time at AIE. This project is a collaboration between game art, VFX, and programming classes to make games. This was made in Unreal 4.27 using the Perforce software to save owner work.

Math for games — Oct. 2020 to Nov. 2020
This was my first real project that I had to make a game that used 3d transforms to move and Scaling in.

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.

Activities

Gaming
I love to see systems in games and test my self to figure them out or recreate them. And games are a good pass time for me.

Reading
I enjoy reading in my spare time when not playing video games.

Contact

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Education

MHS, Midland high school — Jan. 2014 to Jan. 2019
Graduation HighSchool 2019
I learned advanced mathematics that included geometry, aldabra 2 and trigonometry. I learned advanced sciences like physics, chemistry, and physical science 2. I am proficient in reading English and french.

Academy interactive entertainment, Lafayette — Jan. 2020 to June 2023
Associates 2023
Learned how to code in c++, c#, unity, and unreal engine.

Skills

CODING LANGUAGES
C++
C#
Unity
Unreal