

# JASPER THIBODEAUX

## GAME PROGRAMMER

### Education

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Academy Interactive Entertainment,  
Lafayette, LA

Jan. 2020 to June  
2023

Advanced Diploma of Professional Game Development in  
Game Programming 2023

GPA: 3.5

### Projects

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#### 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 made a third-person demo. We used Raylib and C++ and 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. This grew using Unity and used Git for source control. I put in place the enemies, restart, and start menus. I helped with the movement of the ninjas and the player.

### Contact

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### Skills

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C#

C++

Unity

Unreal

Perforce

Git

OpenGL

HTML