

LUCAS CAMPBELL

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Skills

TOOLS

Unreal Engine 4
Unity Engine
Trello
Git

LANGUAGES

C++
C#

SOFT SKILLS

Communication
Adaptability
Project Planning

Education

Academy of Interactive Entertainment (AIE)

Aug. 2020 to June
2022

Advance Diploma Game Programming 2022

Employment

Robin Couvillon

537 Cajundome Blvd #211, Lafayette, LA
70506

Game Programming - intro course instructor

Mar. 2022 to Apr. 2022, Mar.
2022 to Apr. 2022

Basic intro course to show the ropes of the first week of AIE. It gets interested students a small taste of what it is like at AIE. In the course, they learn basic knowledge of C#.

Projects

A Little NoteBoat

Jan. 2021 to June 2021

This was a team project made during minor production at AIE. It gave us the knowledge of how to work as a team to create a game. During that time I worked on player movement and power-ups in unity.

Doom Buggy

Jan. 2022 to June 2022

For major production, we created a demolition derby game to show off our skills in the Unreal engine. my contribution to this project was working on physics and AI.

Sugi: On A Roll

Mar. 2021 to Mar. 2021

Sugi is a project was a project to a game jam that lasted a week. I worked on the player movement and level building. this was the first group project I had fun making and it help with me learning how to work in a group.

Activities

Success Center · Tutor

Mar. 2021 to Mar. 2022

I help teach students that were struggling in specific parts of coding. whether it was from what a function was to how to code a binary tree. This activity allows me to also teach newcomers that are interested in AIE.