# LUCAS CAMPBELL

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### **Skills**

#### **TOOLS**

Unreal Engine 4 Unity Engine Trello Git

### **LANGUAGES**

C++ C#

#### **SOFT SKILLS**

Communication Adaptability Agile Methodologies

### **Education**

# Academy of Interactive Entertainment Aug. 2020 to June (AIE)

Advance Diploma Game Programming 2022

# **Employment**

# Academy of Interactive Entertainment

Game Programming - Intro Course Instructor Cajundome Blvd , Lafayette, LA 70506

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

Basic intro course to show the ropes of the first week of AIE. It gives 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 first-year 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 Second-Year 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 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 helps with me learn how to work in a group.

### **Awards**

Robin L. Couvillon, Van Phelan · 4.0 GPA Award

July 2022

This award is given to students with academic dedication.

Robin L. Couvillon, Joelle Boudreaux · Outstanding Graduate Award

July 2022

This award is given to one student who showed leadership, vision, and dedication in the classroom

# **Activities**

### Success Center · Tutor

Mar. 2021 to Mar. 2022

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