LUCAS CAMPBELL

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SUMMARY

Game Programmer, and Software Developer. want to get into more AI research and development.

CONSULTING

3D model conversion   2019 - 2022
- Worked with clients to bring their avatars to life through visual references
- Converted their avatars from VRM file type to VRC version and vice versa

Software Development   2022 - Current
- With client's requests, I create either a standalone project or a project tied to what they use naturally to improve their work efforts
- Sometimes Work on projects of my own to keep my knowledge of programming fresh

WORK EXPERIANCE

Academy of Interactive Entertainment
Game Programming - Intro Course Instructor, Lafayette, LA   Mar. 2022 - Apr. 2022
- Entrusted to teach the first week of AIE to promising students.
- Taught basic C# such as methods, variables, and classes

Game Programming - Substitute Teacher, Lafayette, LA   Mar. 2023 - Mar. 2023
- Entrusted to teach the core curriculum to students while teachers were away
- Taught the user interface of Unity to the first years
- Helped Second years through their major production

PROJECTS

Batch Print drawing   Dec. 2023 - Jan. 2023
- Created a way to complete a tedious task in inventor VBA
- Reduced conversion time from 4 hours to 7 mins
- As of right now has been used 24 times

Quiz Creator   Feb. 2023 - Current
- Working in C# Winforms to create a standalone program for mass production of Kahoot quizzes for my client
- Test and design interactive Forms tailoring each aspect to my client's wishes.
- Researched new functionality to interact with websites for the creation of quizzes.
- I cut client runtime for creating a quiz from one batch in 4-6 hours to 3 batches for 48 people total in about 1hr.

A Little NoteBoat   Jan. 2021 - June 2021
- Worked on 3D physics movement for player controls
- Created an inherited class of objects to change the player's weapon type
- Worked in a Team of three programmers and two artists to create this game
- Used Gitkraken to help with the data management between my teammates

Doom Buggy   Jan. 2022 - June 2022
- Demolition derby Game made in Unreal
- Implemented vehicle physics for both player and enemy to traverse.
- Created enemy decision AI.

Sugi: On A Roll   Mar. 2021 - Mar. 2021
- Created a 2D Platformer Game in Unity
- Collaborated with a team to create a storyline.
- Worked on the character movement to create a rolling player
- Implemented level builder with different objects that the player can use to travel around

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EDUCATION

Academy of Interactive Entertainment   Aug. 2020 - Dec. 2022
Advance Diploma Game Programming 2022
Associates degree Game Programming 2022
Worked through the covid pandemic and its challenges

4.0 GPA Award   July 2022
Robin L. Couvillon, Van Phelan
Award given to students with academic dedication.

Outstanding Graduate Award   July 2022
Robin L. Couvillon, Joelle Boudreaux
Award given to one student who showed leadership, vision, and dedication in the classroom

Success Team Member   July 2022
Joelle Boudreaux
Award give to people who supported there classmates and lower classmates through the year

ACTIVITIES

Success Center, *Tutor*   Mar. 2021 - Mar. 2022
- Helped teach students that were struggling with specific parts of the coding curriculum.
- Allowed me to teach newcomers that are interested in AIE.

SKILLS

TOOLS: Unreal Engine 4, Unity Engine, Trello, Git, WinForms

LANGUAGES: C++, C#, VBA

SOFT SKILLS: Communication, Adaptability, Agile Methodologies