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EMPLOYMENT

Walmart

Apparel TA · Feb. 2023 to Current · Lafayette, LA

- Work with team to complete tasks in a timely matter.
- Has had to take a team leadership role on multiple occasions.

Teche Action Clinic

IT Intern · Feb. 2021 to May 2021 · Houma, LA

- Solved tech problems for the clinic staff.
- Repaired and replaced hardware for clinic staff.
- Managed the installation of new software.
- Aided in network security checks and tests.
- Traveled to different clinics as requested.

EDUCATION

Academy of Interactive Entertainment · Aug. 2021 to Current

Associates in Game Programming 2023

GPA: 4.0

Course Highlights: AI for Games, Cross Platform Development, Physics for Games, Computer Graphics

Nicholls State University · Aug. 2017 to May 2021

Bachelor of Science in Computer Information Systems 2021

GPA: 3.8

Course Highlights: Advanced Programming, Advanced Networking, Cybersecurity, Data Analytics

SKILLS

GAME PROGRAMMING: C++, C#, Unity, Unreal Engine, Trello, HTML, Git, Perforce

INFORMATION TECHNOLOGY: Cybersecurity, Network Security, Troubleshooting, Technical Support

GENERAL SKILLS: Teamwork, Problem Solving

PROJECTS

Hamburger Hell

Feb. 2023 to June 2023

Hamburger Hell is a first-person shooter. We were given about 5 months for pre-production planning, game pitching, and development. The game was made using Unreal Engine version 4.27 and Perforce was used as the source control. Trello was used for task management. For game mechanics, I worked on the enemy AI, enemy attack behaviors, enemy spawning, the wave systems, and implemented the enemy animations.

Frigid Peak

Apr. 2022 to June 2022

Frigid Peak is a 2D arcade-style platformer. For this project, we were given about 3 months for pre-production planning, game pitching, and development. The game was made in Unity version 2020.3.5f1 and Git was used for source control. Trello was used for task management. For game mechanics, I worked on the snowball obstacles' behavior, the Yeti enemy's behavior, and implemented all game audio.