

JASPER THIBODEAUX

UNREAL ENGINE PROGRAMMER

Education

Academy Interactive Entertainment, Lafayette, LA

Jan. 2020 to June
2023

Advanced Diploma of Professional Game Development in Game
Programming 2023

GPA: 3.5

Projects

Hamburger Hell

Jan. 2023 to June 2023

This was a first-person shooter I made with a team of six made of three 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 constructed a third-person demo. We used the Raylib library and C++ language, 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. The project grew using the Unity engine and used Git for source control. I put in place the enemies, restart menu, and start menus. I assisted with the movement of the ninjas and the player.

FoodFighters

Oct. 2023 to Nov. 2023

FoodFighters was made in Unreal 5.2 using Git as source control and programmed only using blueprints. The team was made of 3 programmers and 4 artist. I updated the system for shooting and made the armor system timer UI and the points UI.

Volunteering

HexFork · Unreal Blueprint Programmer remote

Oct. 2023 to Nov. 2023

At HexFork I worked on a game called FoodFighters it is a multiplayer game for 4 to 6 people. At HexFork we got to choose what game we wanted to work on and I was looking for a new experience. The games present at the time were good but FoodFighters was what I was looking for.

Contact

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🔗 <https://github.com/jasPerSh122902>

Skills

C#

C++

Unity

Unreal 4

Unreal 5

Git

Perforce

OpenGL

HTML

Multiplayer Replication