JUDE MENTEL

CONTACT

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SKILLS

Agile Methodologies
C#
C++
Game Development
Gameplay Programming
Git
Github Desktop
Gitkraken
Java
Level Design
Netbeans
Perforce
Unity Engine
Unreal Engine 4
Visual Studio 2019
Visual Studio 2022

EDUCATION

South Louisiana Community College
Aug. 2022 to Current

Academy of Interactive Entertainment
Aug. 2020 to June 2022

ACTIVITIES

Redball Technologies, Broussard, LA ·   June 2021
Web development and Marketing Intern   to Aug.
                                                      2021

Exposed to HTML coding and website element relocation
Designed advertisements for posting on Facebook

PROJECTS

ZenoJam5 - Lumaze   June 2022
My first game jam; I teamed up with two artists to create a game
that fits the theme "Light Attracts Bugs." We were given three days
to create this game. We created the game utilizing Unity Engine; I
wrote the code for the game, as well as designed the maze and the
collisions for the environment.

Althea   Jan. 2022 to June 2022
The final project at AIE, I, with a team of one other programmer
and three artists, were to create a game using Unreal Engine.
For this project, I managed the team. I mainly focused on creating
the level's designs, however I also made the player's different
methods of movement and functionality for the environment, as
well as assisted in hooking up the animations the artists created
for the player.

The Little NoteBoat   Apr. 2021 to June 2021
My first year's final project at AIE, I, with a team of two other
programmers and three artists, were to create a game using Unity
Engine. I designed the enemies as well as assisted the other
programmers who were creating the player, the powerups, and
the environment. I kept the other programmers focused on what
needed to be done, and helped them when needed.