

GERALD WAYNE ANTHONY, JR

225-313-5251

gantho21421@gmail.com

[Portfolio – geraldsgamedev.com](https://geraldsgamedev.com)

[GitHub – geraldanthony6](https://github.com/geraldanthony6)

EDUCATION

- Louisiana State University Anticipated May 2025
- Master of Science in Digital Media Arts & Engineering Concentration in Video Game Programming
- Louisiana State University (GPA: 3.67) May 2023
- Bachelor of Science in Computer Science Concentration in Software Engineering
 - Minor in Digital Media Arts & Engineering-Technology

WORK EXPERIENCE

- Graduate Research Assistant | LSU – Baton Rouge, LA August 2023 - Current
- Developing a Digital Twin of a NASA manufacturing facility using Unreal Engine
 - Implementing game logic to simulate real-world equipment for VR/AR and PC versions of the project
 - Collaborating with other developers to design and implement different aspects of the project
- Unity Developer Intern | Griffin Games – Baton Rouge, LA May 2022 – July 2023
- Collaborated with a team of artists, designers, and programmers to create a multiplayer party game using Unity
 - Programmed and designed minigames based on game designers' documents
 - Debugged and wrote code within an established project and codebase
- QA Tester | Electronic Arts – Baton Rouge, LA June 2022 – Aug 2022
- Completed over 500 tests using SDKs, Jira, and Confluence

PROJECTS

- Plague (Unreal Engine 5, Blueprints) August 2023 – Dec 2023
- Developing an action-adventure game in a team of 8 developers
 - Utilizing blueprints to create a combat and ability system for the playable character
 - Employing the use of behavior trees to create AI systems
 - Designing a multitude of tools in order to increase efficiency of development
- Code Dependent (Unity, C#) Jan 2023 – May 2023
- Developed a multiplayer VR puzzle game alongside 7 developers
 - Implemented a multiplayer lobby environment
 - Designed and programmed various puzzles that incorporate the Meta Quest 2 VR control scheme
- Echoes (Unity, C#) Jan 2022 – May 2022
- Developed a puzzle/action game in a group of 5 developers
 - Brainstormed and implemented various game mechanics using well formatted C# scripts
 - Analyzed design documents and differentiated between core and stretch features for the project
 - Conceptualized unique and detailed documentation for gameplay mechanics and level design

TECHNICAL SKILLS

Languages: C#, C++, C, Java, Python, HTML, JavaScript, CSS

Tools/Technology: Unreal Engine, Unreal Blueprints, Unity, GitHub, OpenGL, SDL2, Perforce, Jira, CI/CD, VR/AR, GitLab

LEADERSHIP

- Louisiana State University Summer Scholars Program
- National Society of Black Engineers
- Encounter Engineering - 1st Place in Game Design Competition