

GERALD WAYNE ANTHONY, JR

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EDUCATION

- Louisiana State University (GPA: 4.0) 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 with Concentration in Software Engineering
 - Minor in Digital Media Arts & Engineering-Technology

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 Engineer | Griffin Games – Baton Rouge, LA: May 2022 – August 2024
- 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 worked with a large project and codebase
- QA Tester | Electronic Arts – Baton Rouge, LA June 2022 – Aug 2022
- Completed over 500 tests using SDKs, Jira, and Confluence

PROJECTS

- Verocity (Unreal Engine 5, C++, Blueprints) Jan 2024 - Current
- Developing a Third-Person Multiplayer Racing game
 - Leading a team of programmers to maintain a clean project structure
 - Implementing functionality for multiplayer lobby, character abilities and items using C++ and blueprints
- Escape The Cave (Unity, C#, Meta Quest 3) Jan 2024 – Sept 2024
- Developed a VR game to assist medical students in increasing their proficiency in performing Ultrasound Guided Procedures
 - Maintained a stable line of communication with the client to create a gameplay loop that reflected their goals.
 - Iterated quickly to test the product with clients on a consistent basis
- Plague (Unity, C#) August 2023 – Dec 2023
- Developed a Third-Person action-adventure game with a team of 8 developers
 - Utilized blueprints to create a combat and ability system for the playable character
 - 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, OpenGL, SDL2, Github, Perforce, Jira, VR/AR, Gitlab, CI/CD

LEADERSHIP

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