



2020-2021 Academic Year Scholars List

Class of 2021

*Mackenzie Box, Game Art
*Marygin Fergurson, Game Art
*Brionna Franklin, Game Programming
Austin Landry, Game Art
Carter LeBlanc, Game Programming
Zion Matthews, Game Programming
*Morgan McGrath, Game Art
Blaze Meyer, VFX
Dreama Morrow, Game Art
*Jax Mossman, Game Programming
Luis Nava, Game Art
Devin Pennington, Game Programming
*Jacob Raymond, Game Art
Jevin Richard, Game Art
*Jace Scott, Game Art
*Cassy Shoemake, Game Art
*Kaleb Trahan, Game Art
Hunter Trahan, Game Programming
*Kyle Wiget, Game Art
Zach Young, VFX

Class of 2022

Collin Boudreaux, VFX
Ben Brownlie, Game Programming
*Lucas Campbell, Game Programming
Hex Collins, VFX
*Seth Daigle, Game Art
Bryce Deshotel, Game Programming
Julia Dzindzio, Game Art
Jonathan Esswein, VFX
*Drew Funderburk, Game Programming
Josiah Hartley, Game Programming
Conner Judice, VFX
*Lex Landry, Game Art
Darien LeLeux, VFX
Ella Jade Magruder, VFX
Brittany Thibodeaux, Game Art
*Michal Viator, Game Art
Koby Washington, Game Art

*Students with an asterisk have earned High Honors, a 3.8 GPA or higher