

Fall 2021 Scholars List

Class of 2021

- *Mackenzie Box, Game Art
- *Brionna Franklin, Game Programming
- *Carter LeBlanc, Game Programming
- *Morgan McGrath, Game Art Jevin Richard, Game Art

Class of 2022

- *Britt Boudreaux, Game Programming
- *Collin Boudreaux, VFX
- *Ben Brownlie, Game Programming
- *Lucas Campbell, Game Programming
- *Seth Daigle, Game Art

Bryce Deshotel, Game Programming

- *Jonathan Esswein, VFX
- *Drew Funderburk, Game Programming

Nick Jordan, Game Programming

Conner Judice, VFX

- *Lex Landry, Game Art
- *Darien LeLeux, VFX
- *Ella Jade Magruder, VFX
- *Joseph Pena, Game Programming

Gage Peters, Game Programming

Brittany Thibodeaux, Game Art

Samuel Turner, Game Art

*Michal Viator, Game Art

Class of 2023

Russell Adams, Game Art

*Devin Broussard, Game Programming

*Josh Campbell, Game Art

Joshua Cotton, Game Programming

Carter Dupree, Game Art

*Hayden Fitt, Game Art

*Destinny Jeanpierre, Game Art

Michael Lofton, Game Programming

Patrick Mahaffey, Game Art

*Will Montero, Game Programming

Ravis Savoy, Game Programming *Brittnie Sexton, Game Programming

*Peyton Smith, Game Programming

Jasper Thibodeaux, Game Programming

*Terrick Thibodeaux, Game Programming

*Katelyn West, Game Programming

*Kevin Wise, Game Art

^{*}Students with an asterisk have earned High Honors, a 3.8 GPA or higher.