

# Cade Gordon

## Game Programmer

### » Projects «

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#### Skyline Shredder · January/'23 to June/'23

"Skyline Shredder" is a third-person movement game with a mix of parkour, grinding, and swinging made in Unreal Engine 4 as a student project. It was developed over a 6-month production cycle. My main roles for this project were I created the swinging mechanic when swinging, it goes in a pendulum arc and I was the lead UI programmer I created the main menu and pause menu UI, as well as all in-game UI.

#### HellHeim Pinball · May/'22 to June/'22

"HellHeim Pinball" is an arcade cabinet-style video game made in Unity as a student project. It was developed within the limitations of keeping the entire game on one screen over a one-month production cycle. I was responsible for all the gameplay programming I created the ball shooting out, plunger pulling back, power-ups, flippers, and one-time save hole.

### » Education «

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#### Academy of Interactive Entertainment

August/'21 to June/'23

Advanced Diploma of Professional Game Development Game  
Programming

### » Contact «

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### » Skills «

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#### PROGRAMMING LANGUAGES

C#

C++

CSS

HLSL

HTML

#### ENGINES

Unity

Unreal Engine

#### TOOLS

GitHub

GitHub Desktop

GitKraken

Perforce

Visual Studio

Visual Studio Code