

# zion matthews

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## Professional Summary

A game programmer ready to use my skills to create awesome things, as well as always learning new things along the way.

## Education

### Academy Of Interactive Entertainment

Associate's, Professional Game Development in Game Programming

August 2019 - December 2022

## Projects & Outside Experience

### Tophet - Unreal Engine 5

- Tophet is a short survival first-person horror game. In order to escape the nightmare, you must find the pentagram and locate all the cursed items.
- This game is entirely coded using blueprints such as:
- Ai Movement, Game instance, Characters, Game Actors / Items, Level sequences, Save points, UI, Mobile UI, Animations, Video Overlays,
- [Link to project](#)

### Tower Defense - Unity 3D

- Tower Defense was a game that I worked on with a small team. As a
- programmer, I was task with programming the
- players movement controls, animations, shooting, as well as the
- spiders animations. All of this required team work,
- great communication skills, and knowledge of c#.
- [Link to project](#)

### All Patched Up - Unreal Engine 4

- All Patched Up is a thirdperson platform game, that I worked on
- along with a small team. As a programmer, i was task with
- programming
- the player animation blend, checkpoint, sequences, hit boxes,
- cameras, and the U.I. All of this required team work,
- great communication skills, programming knowledge, and
- knowledge of blueprints in Unreal
- [Link to project](#)

## Skills

**Programming languages:** C#, HTML/CSS, C++

**Programs:** Unreal engine, Unity, visual studio, Microsoft Office

**Soft Skills:** Adaptive, Teamwork, Problem SolvingGreat Communication

## Interests

Creating Games in Unreal Engine. At the moment its mostly horror, but it will range from all genres.