

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,

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#.

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

Skills

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

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

Soft Skills: Adaptive, Teamwork, Problem Solving Great Communication

Jobs & Inside Experience

T'sarE LLC
Game Designer Internship

March 2025 - Present