ZION MATTHEWS
GAME PROGRAMMER

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Summary

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

Games Created

Tophet - Unreal Engine 5
 A C ++ and Blueprint short survival first-person horror game.

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.

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#.

Activities

Creating Horror Games In Unreal
Currently in the works on a horror series and a multiplayer.

Education

Academy Of Interactive Entertainment, Lafayette, LA
Associate's Degree
Professional Game Development in Game Programming

Jennings High School
High School diploma

Skills

PROGRAMMING LANGUAGE
C#
C++
HTML
Lua
Blueprints

SOFT SKILLS
Adaptive
Teamwork
Problem Solving
Great Communication

PROGRAMS
MicrosoftVisual Studio
Unity 3D
Microsoft Office
Unreal Engine