

Chris Matthews

Game Developer

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[Christopia Explodium](#)

Objective

Create fun, unforgettable and narrative-focused gameplay and learn as much about UI and HUD. I also want to learn AI algorithms.

Skills

Game Design

- Level design & blockout, combat encounter design, pacing,
- Game system design, implementation, and balancing
- Intuitive UI/HUD design
- Playtest conducting and iteration

Programming

- C/C++, C#
- Unreal Blueprints, Unreal Script
- HTML, CSS

Software

- Unreal Engine
- Adobe Photoshop
- Microsoft Office & Google Docs
- Unity
- Visual Studio, Dream Weaver

Experience

triOS college Games - 2019 - present

- *Alienade (First Person Horde Survival)*.
- *Ultimaki (Side-Scroller Adventure)*.
- *Chronos Wars (Top-Down Shoot-Em-Up)*
- *Cyborne (Sci-fi Side-Scroller)*
- *Heroes of Lore (Pokémon Clone)*

Student Game Designer & Game Director

Chef 2012 - 2019

- *Swiss Chalet 2012 – 2012*
- *Kelsey's 2013 – 2013*
- *A&W – 2014 – 2014*
- *The Works 2014 – 2018*
- *Loaded Perogies 2018 - 2018*
- *Baci Ristorante 2018 - 2019*

Cook / Senior

Education

triOS College

- **Video Game Development** in Computer Science (*Graduated 2021*)

Accomplishments

Well versed in full game cycle pre production, production, post production.
Gained valuable UI and H.U.D skills.
Built my portfolio using HTML and C++ with a little bit of bootstrap