Matthew Hill

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I am a long-time hobbyist game developer who is working to build a career as a professional designer or developer. I am adept at adapting to different technical environments and highly value learning and building skills.

I have experience developing projects for competition and for professional use. I have years of experience working as a manager in team environments and value communication and work ethic.

Skills

- C++ / C# / Java / Swift
- Front End Web Development
- Writing and Documentation
- User Experience Design

- Unity Development
- Intermediate 3-D Modeling
- 3D animation

Education

Associates of Science
Portland Community College (2011 – 2014)

- Computer Science
- Unix / Linux
- C++ / Java Programing
- Software design

Software Development Degree Program
Mt. Hood Community College (Present)

- User Experience (UX) Design
- iOS Application Programming
- 3D Modeling and Animation
- Graphics for Game Assets

Work Experience

Oak Grove Cinema (2012 – 2020)
General Manager

- Employee Communication
- Hiring and Training
- Technical Repair and Development

Youth Tech Inc (2020)
Lead Instructor

- Teaching for age 6 to 15
- Create lesson plans for tech topics

Project Portfolio
Matthillgames.github.io