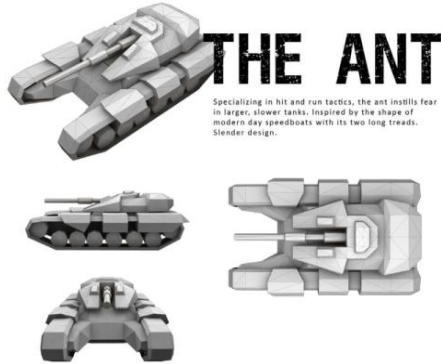




Matthew Bozarth Game Developer

matthew@raydenuni.com · matthewbozarth.com · 805 804 7828



Tank Frenzy

Tank Frenzy is a cooperative tank combat game that allows one to four people to explore an open world and complete objectives.

As the final game project for my 2-year master's program at RIT, this game showcases the abilities of our team. It integrates an open world, multiplayer, cooperative game design utilizing sophisticated AI, a deferred renderer, multi-threading, and an integrated scripting system; all as part of our custom built engine.



Army Ants

Army Ants is a four player, turn-based, platform shooter integrating destructible terrain with a run and gun style of gameplay and a puzzle aspect requiring players to plan ahead.

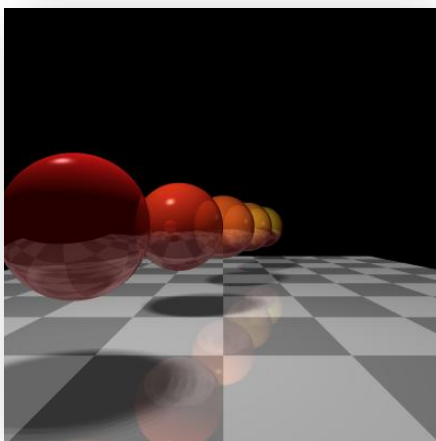
My second game at RIT and a huge step up over Warship Armada in terms of design and polish. Four players wage epic battle in a rotating arena where the gravity changes every turn. Use this to your advantage and drop rocks and mines on the enemy. We used Nvidia's PhysX engine running on a hardware accelerated physics card to run our destructible terrain which was drawn with metaballs.



Warship Armada

Warship Armada is a four player pirate ship game where players attempt to destroy each other as they try to navigate the seas and complete a series of checkpoints first.

This is the first game I worked on at RIT as well as the first engine I wrote, involving rendering, scene management, and shaders.



Ray Tracer

This was a term project for a graphics class and my first serious project at RIT. I wrote the ray tracer, which included shading, reflection, transmission and refraction, and then teamed up with a fellow student to add soft shadows and depth of field.