Maxim Babadzhan's Portfolio

https://github.com/maxim412

https://www.linkedin.com/in/max-babadzhan/

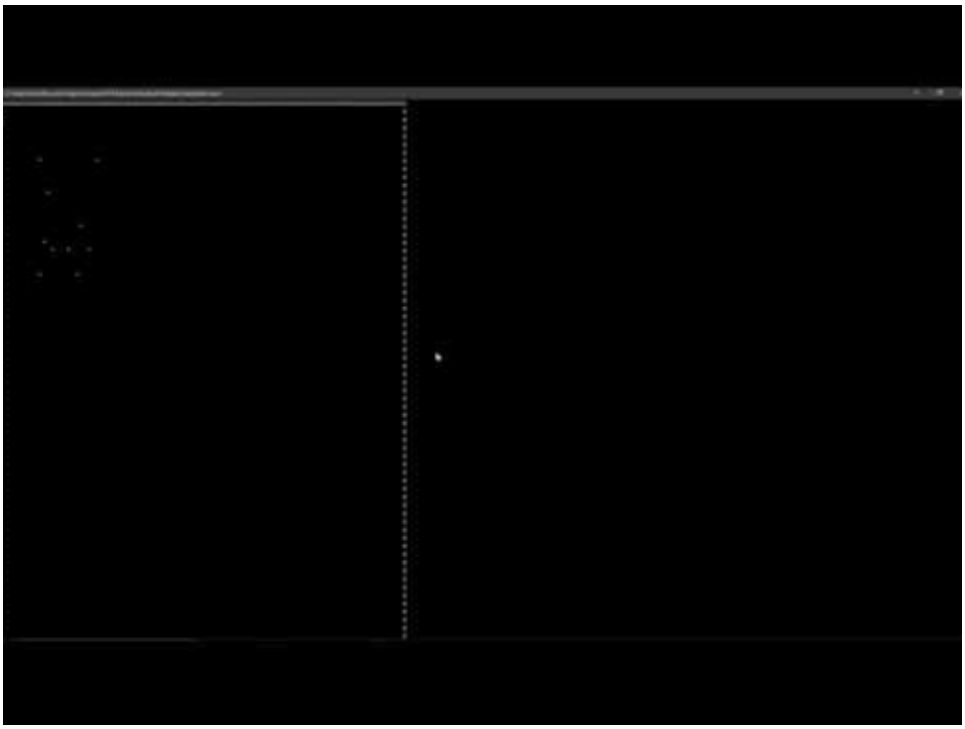
https://www.youtube.com/@maximbabadzhan848

https://app.joinhandshake.com/profiles/trr3z5

https://maximbabadzhan.com

10/23/25

- **C++ Game Called Lucky Stars**: https://github.com/maxim412/luckystars
    - I created a game with C++ where users can move around the terminal and catch lucky stars.
    - https://youtu.be/6nQCsTV53pw

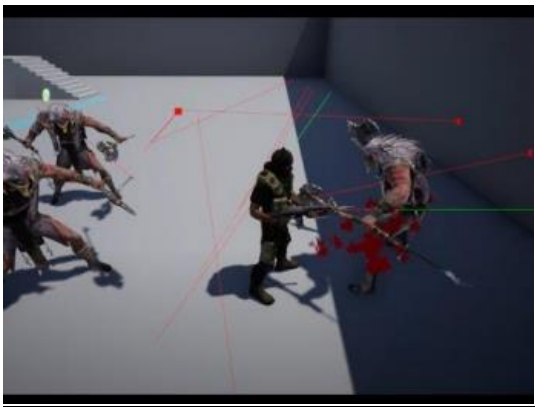


- **C++ Game Called Ignition:** https://github.com/maxim412/Ignition
    - A game created with C++ where users can move around a circle and ignite the ignition.
    - https://youtube.com/shorts/AqZ--GzdlzA?feature=share

- **Zombie FPS Game Created in Unreal Engine 5:**
    - I built an environment where users can shoot zombies with a pistol. Zombies follow AI environment pathing to walk to the player and attack them, and know how to maneuver around obstacles.
    - https://youtu.be/pMllwfnkbrA

- **My First Game in Unreal Engine 4**
    - I created my own originally designed world with NPCs that move around the room. I also added an AK47 and pistol that the player can use to shoot the NPCs.
    - https://youtu.be/0jGEtS-qFJc

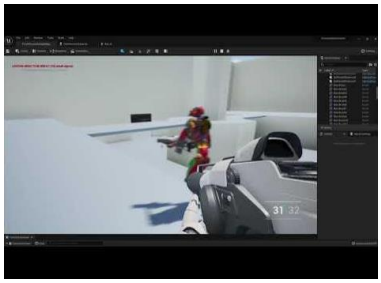
- **My Third Person Shooter Game in Unreal Engine 5**
    - I created a world with monsters that automatically path to the player and activate them with an axe. I also implemented a player as a soldier that can be operated in third person. Lastly, the player can shoot the monsters and blood splatter will come out of them.
    - https://youtu.be/JoF10NUR-kY



- **A First Person AK47 Animated In Unreal Engine 4**
    - https://youtu.be/AMahE8nTBSU
    - I had an environment where the player has first person assets (arms, hands and legs) attached to an AK47 asset. I also added a UI with the showing of the ammo of the AK47, the health of the player, and showing how much stamina the player has. Lastly, I added a reload animation, gunshot decals, and a bullet and explosion projectile that go off when the player shoots.

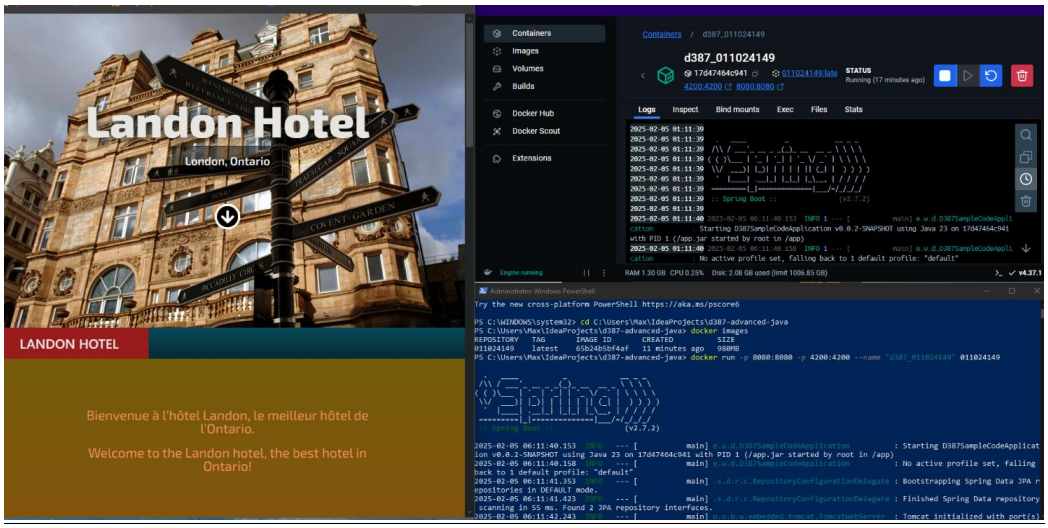
- **Ai Deathmatch Demo**
    - https://youtu.be/MauFb6N4nyQ
    - I created a world with 10 NPCs. Five are on the red team and five are on the blue team. Upon starting the game, both players of each team will navigate around the world and try to shoot the enemy team. In my code I use EQS

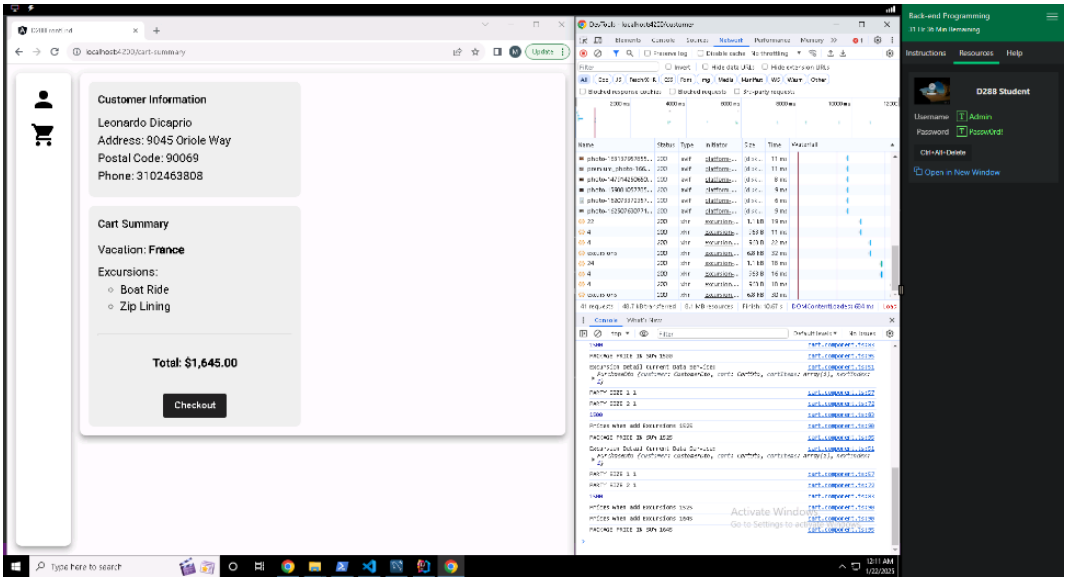
(environmental query systems) for each NPC to calculate and use the best path to get to a place to shoot the enemy.



- **My Game Called Make the Jump in Unreal Engine 5**
    - My mini-game/platformer where players have to jump correctly into the water below.
    - https://youtu.be/pMtlg7aVGKE

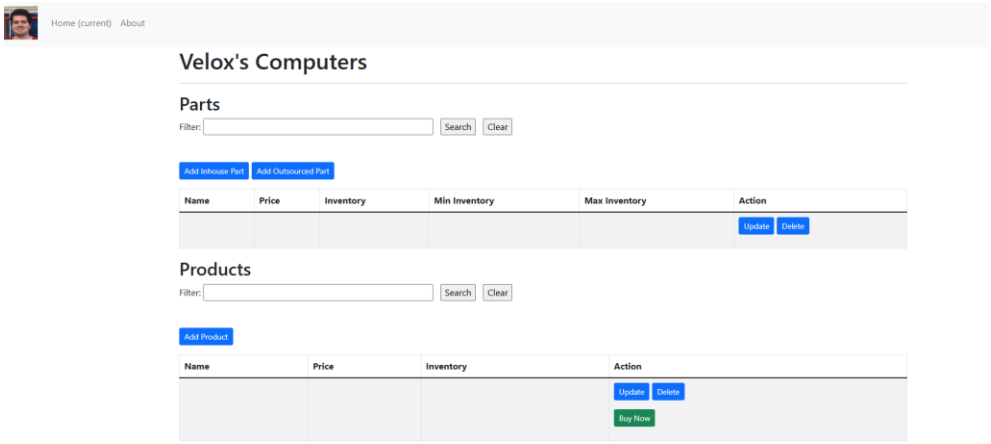
- **D387-advanced-java:** https://github.com/maxim412/d387-advanced-java/tree/working_branch
    - Created a hotel app using Java, HTML, Javascript, TypeScript and HTML.

- 

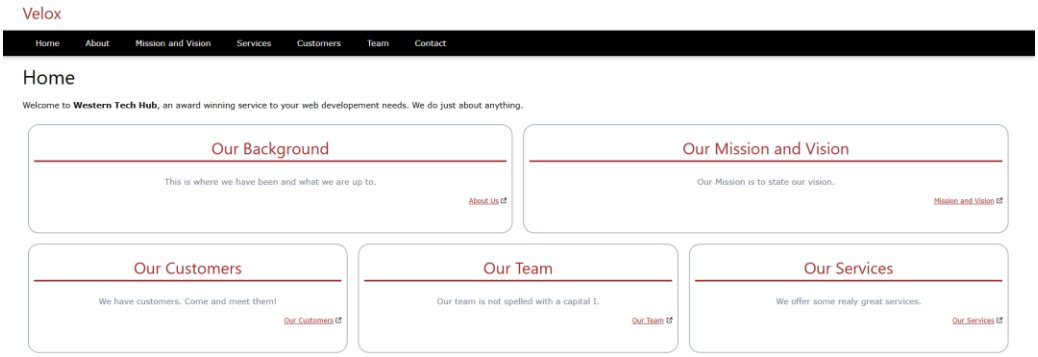
- **D288-back-programming:** https://github.com/maxim412/d288-back-end-programming/tree/working_branch
  - I created a site using Java that customers can simulate buying vacations and excursions on.
  - 

- **D287-java-frameworks:** https://github.com/maxim412/d287-java-frameworks/tree/working_branch

- I created a site using Java and HTML that allows customers to buy fictional products or even customize them with parts.



- **D197-Version-Control:** https://github.com/maxim412/D197-Version-Control/tree/Working
  - A GitHub usage assignment where I was able to practice Git commands in the terminal and make a website.



Thank you for considering me,

Max.