

PROJECTS PORTFOLIO

ANTONIO SARMIENTO YON

THE SANCTUARY

UNREAL ENGINE

A 3D first person treasure collecting game.

Delve into the ruins of an abandoned shrine in the middle of the sea as you search for the statues of the gods that once worshipped in this place. Find the 5 statues while avoiding the spirit that guards this place. Use the keyboard and mouse to move, interact with objects, and remove obstacles from your path.



[DOWNLOAD IT IN ITCHIO](#)



[SEE DEMO IN YOUTUBE](#)

THE GUIDE

In Development | UNREAL ENGINE

A 3D first-person game.

Guide FrIA, a clueless robot, through a maze full of dangers. You must tell the artificial intelligence when to follow you, when to move in a certain direction, and when to stop. The goal is simple, to reach the goal together, and unharmed. Use the keyboard and mouse to move, and give orders to the Artificial Intelligence.



[DOWNLOAD IT IN ITCHIO](#)

TOM-8-O

UNITY

A 2.5D rhythm and typing game.

Help Tom-8-O, a cute robot of warlike origin, to get his new plant safely to his factory before the time runs out. Type different words as commands to move Tom-8-O through the squares, but watch out for special conditions along the way.

Semifinalist of the GameJamPlus 2023-2024 | 2nd place in Latin America and 1st in Peru.



[TRY IT IN ITCHIO](#)

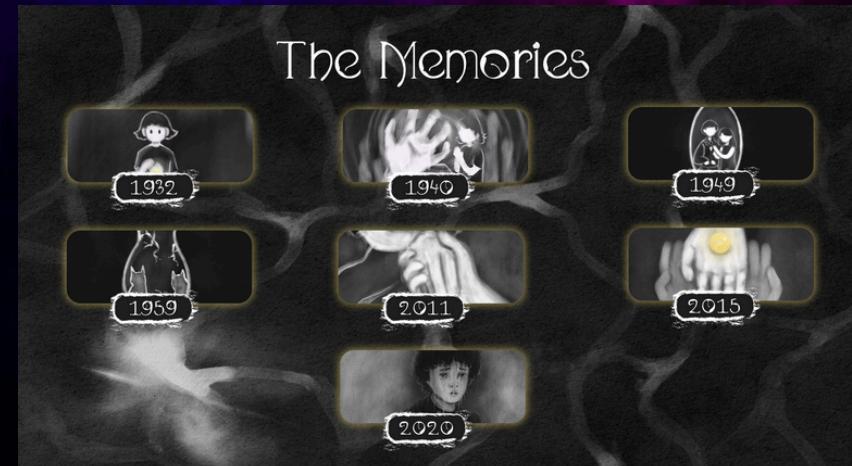
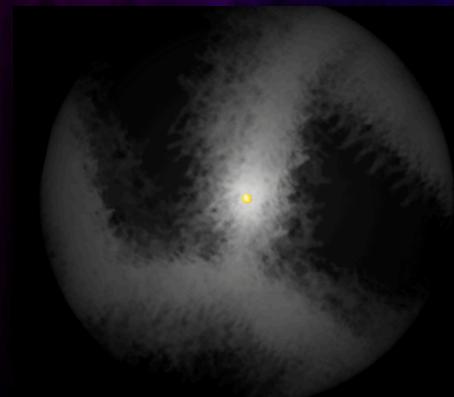
TRACES OF THE PAST

UNITY

2D sensory experience game.

Recover your most precious memories as you move through a mind consumed by Alzheimer's disease. Use the mouse to direct the light particle through the darkness as you follow the sound of your memories; click to emit light waves and analyze your surroundings, but beware, your light is not eternal.

Developed during Quantum GameJam 2023.



[TRY IT IN ITCHIO](#)

OTAKUEST

UNITY

Casual 2D first-person card game with visual novel elements.

Play an Otaku as he tries to make new friends using a questionable deck of cards.

Use the mouse to select the card in the deck with the best possible response, and make the discomfort indicator (cringe) reach the appropriate level in each situation.

Developed during the Lima Game Jam 2024.



[TRY IT IN ITCHIO](#)



DITRO WORLD

UNITY

Serious game that mixes the style of a 2D RPG with 3D elements for teaching physics.

You control Ditro, a super advanced robot programmed with the objective of increasing your knowledge about natural laws. Your first mission will be to complete the challenges that the scientists have prepared for you inside the Laboratory. Use the keyboard to move and interact with the objects inside the 2D scenario; and use the mouse to interact with the objects inside the 3D scenarios.

Project done as part of a research proposal at the University of Lima.



[TRY IT IN ITCHIO](#)

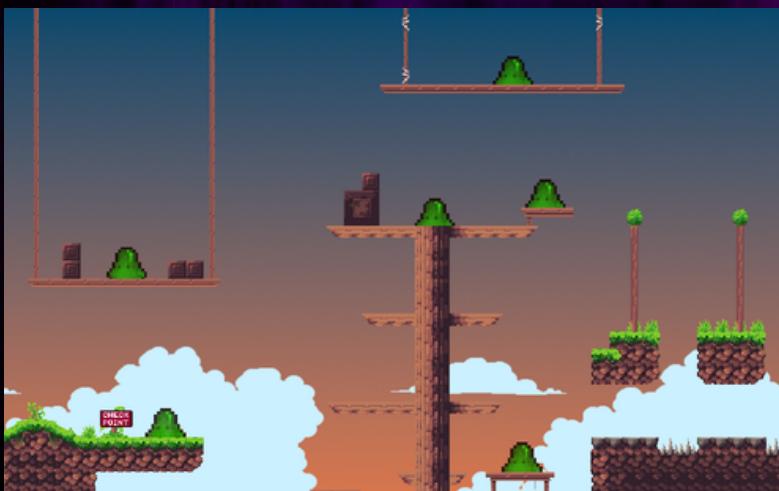
ROLLING GUY

UNITY

A 2D pixelart platform game.

Play as Rolling Guy as he makes his way through monsters and obstacles to his final destination.

This game is focused on the player's speed and accuracy, recording the score obtained by eliminating enemies, as well as the time spent to reach the goal. Use the keyboard to move, jump, and attack.



[TRY IT IN ITCHIO](#)

LA QUESERÍA

UNITY

A 2D casual game.

Help Nev, a little mouse with social anxiety, to take care of the family business while his parents are on a business trip. Pay attention to the dialogues, choose your questions well, and find the ideal cheese for your exquisite customers.



[TRY IT IN ITCHIO](#)



NO ES DOOM

UNITY

Shooter game of the Zombie Survival type.

Use your weapons (and a hook) to resist as many waves of zombies as you can. Be careful, because if the zombies catch you.... Will they start dancing?

Project done as part of the Video Game Programming Assignture, at the University of Lima.



[TRY IT IN ITCHIO](#)

SERVICE PAWS

In development | UNITY

A 2D pixelart casual game.

This game explores the importance of emotional support through Emma, a girl with symptoms of depression, and Nugget, her service dog. Use the keyboard to control Nugget as she accompanies Emma through her routine of daily activities; become familiar with the routine, and help Emma become attached to it when a heartbreak event strikes her life.

Final project of the Video Game Design signature, at the University of Lima.



[TRY IT IN ITCHIO](#)



SEEKING FREEDOM

In Migration | From UNITY to UNREAL ENGINE

Third person action game.

Control a gladiator as he seeks his freedom in the battle arena.

Use parkour techniques to escape, or face your enemies directly to win the sympathy of the audience.



[TRY IT IN ITCHIO](#)

EMAIL:

antoniosaryon155@gmail.com

WEB PORTFOLIO:

<https://antsaryon-dev-portfolio.netlify.app/>

LINKEDIN

GITHUB

ITCH.IO