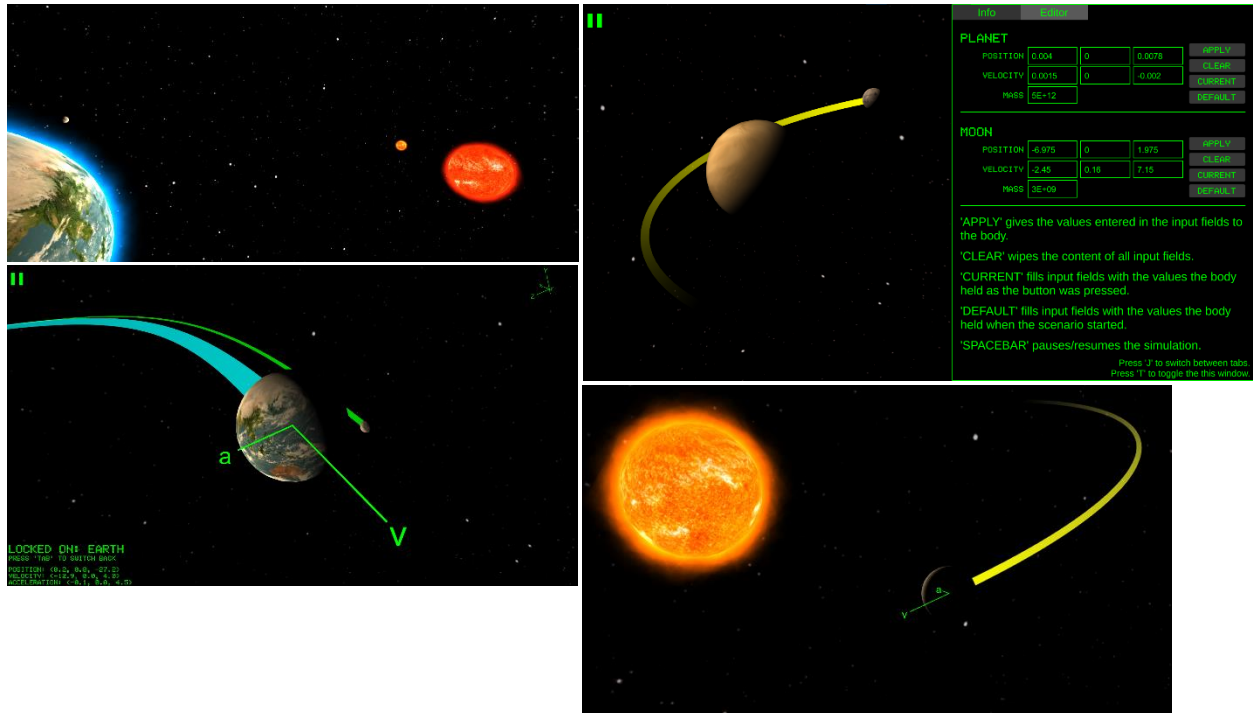


Projects Showcases

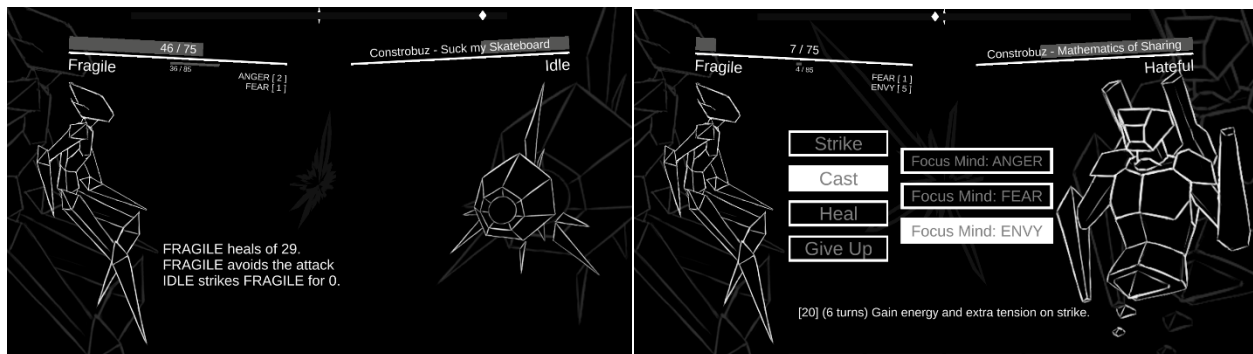
Gravitation Engine

A gravity simulator built to let its users develop a general understanding of massive body interactions in space. It was originally developed for an astronomy class in late 2019 but saw continued development as a passion project until August 2020 to expand it into a complete product.



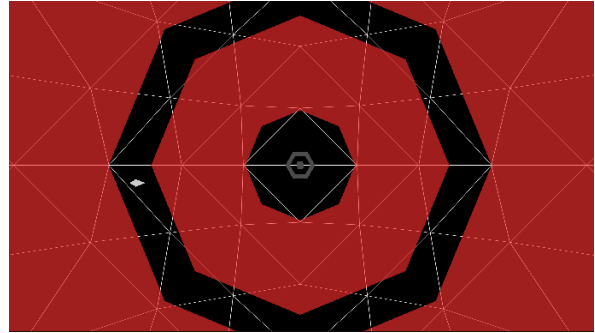
SND 2

Turn-by-turn strategy game where turns take place at the beat of the music. Developed in just over a week for Digital Game Prototyping class.



SND 1

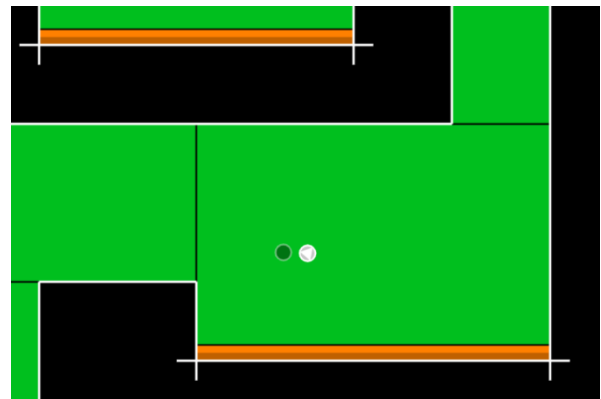
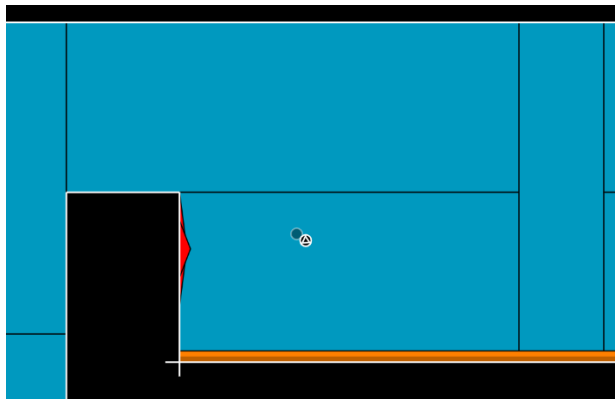
Rhythm survival game where enemy attacks patterns are directly influenced by the music. Developed in about 2 weeks for Digital Game Prototyping class.



Project Vector

A web-based platformer game designed for speed-run. Developed as final project of both Creative Computation I & II courses, and then continued as passion project.

<https://atienn.github.io/Personal/Project-Vector/>



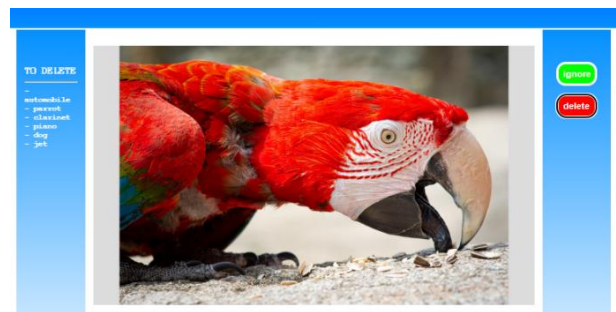
CLEANER

A web-based “game” where the user takes the role of a social media content moderator. Developed as mid-term project for Creative Computation II course.

<https://atienn.github.io/Personal/CLEANER/>

Artist statement:

<https://github.com/Atienn/Personal/tree/main/CLEANER#readme>



P1

A simple web-based infinite bullet-hell type game. Developed as mid-term project for Creative Computation I course.

<https://atienn.github.io/Personal/P1/>

