

VIDEOGAMES PORTFOLIO

Baldelli Andrea



Unity3D Games

Tricky Towers Clone



▶ What

Tetris, but with physics. Inspired by Tricky Towers (WeirdBeard Games/Soedesco).

Try to reach the goal line before the tower falls.

▶ When

After a 50 hours Unity3D course in 2018.

Developed in 1 month.

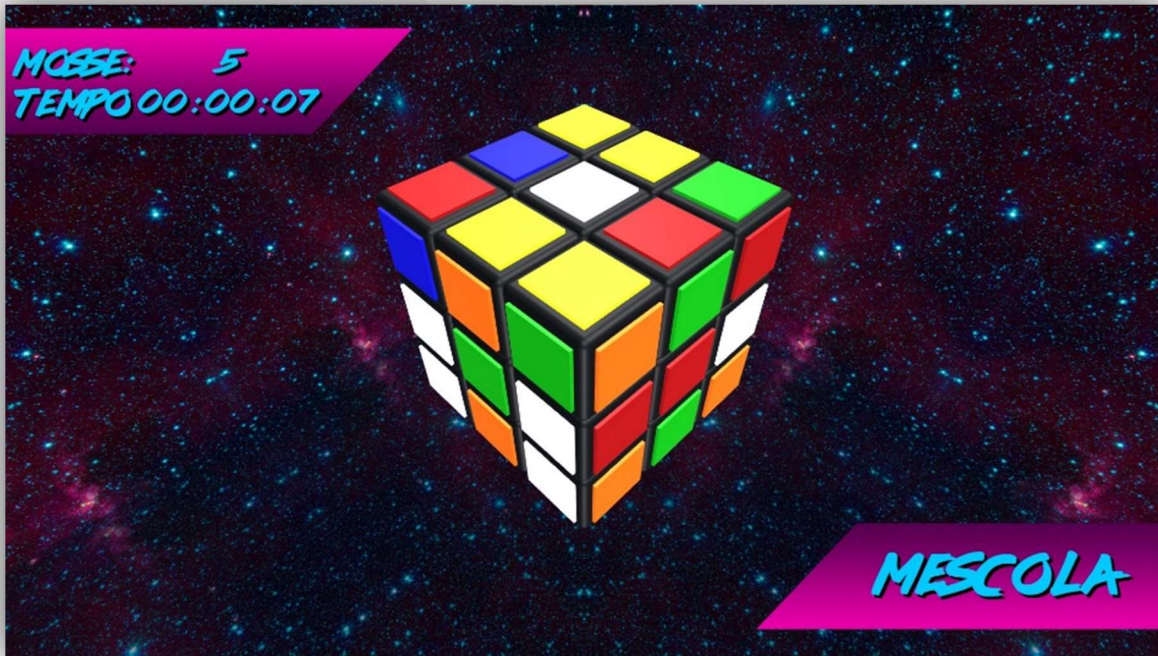
▶ Who

Me inside a team of 4 programmers.

Code & Release at

<https://github.com/Baldi00/TrickyTowersClone>

Rubik Wave



▶ What

Rubik cube game recreated in Unity with integrated solver

▶ When

2018 summer, after the previously mentioned Unity course.
Core developed in 1 month, refinements through the years.

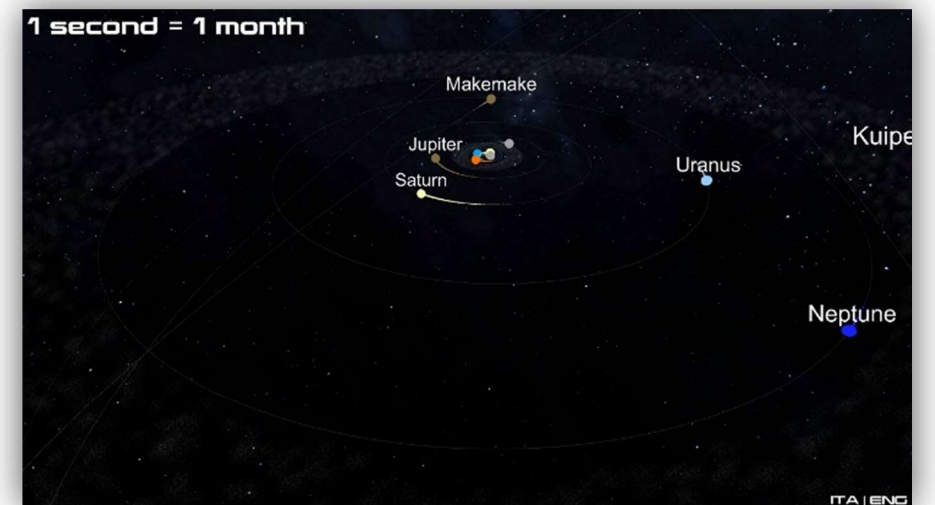
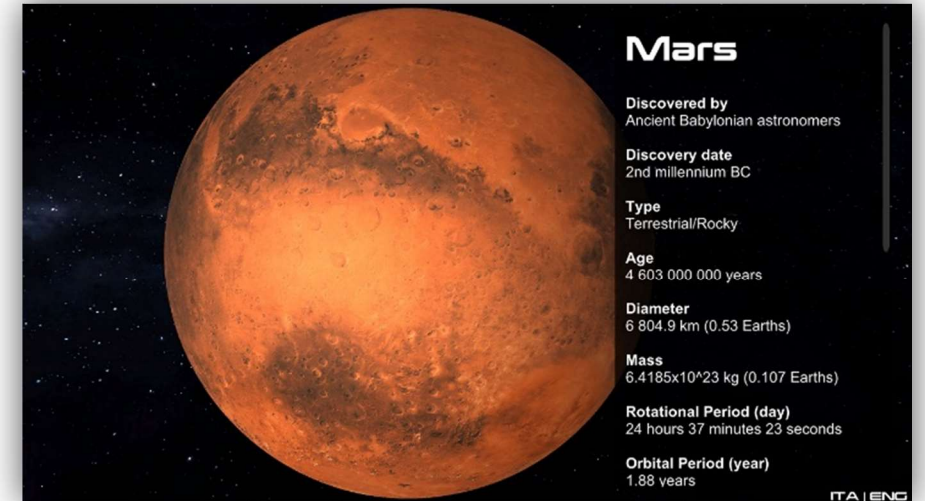
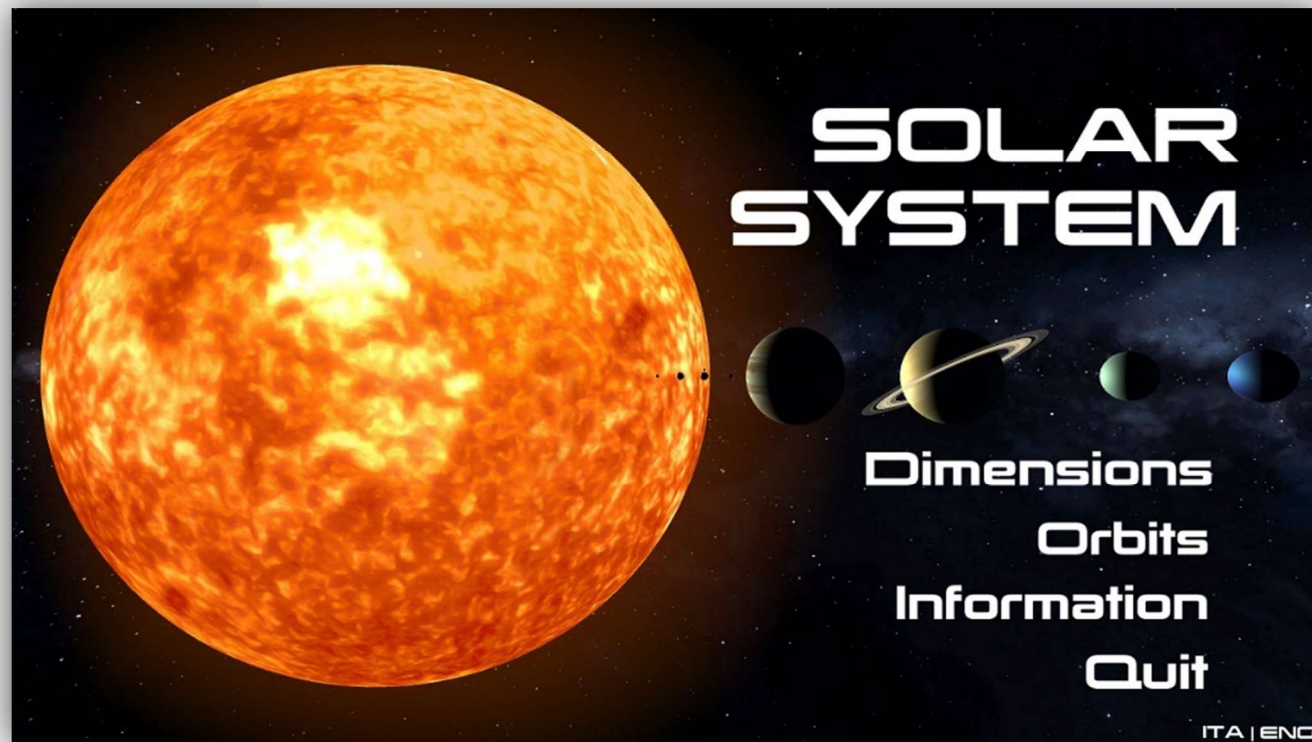
▶ Who

Only me

Code & Release at

<https://github.com/Baldi00/RubikWave>

Solar System



Solar System

▶ **What**

Explorable and interactable representation of the Solar System with various information about Planets, Satellites and other Space related info.

▶ **When**

Developed in 1 month during 2022 spring. Most of the time was used for information gathering

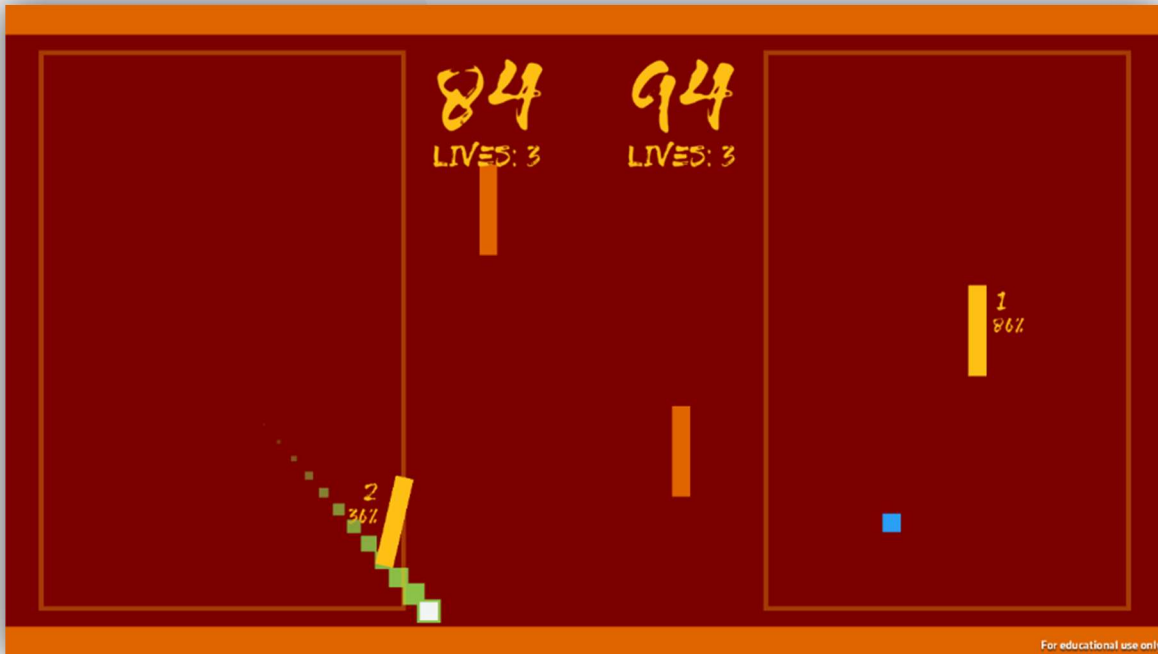
▶ **Who**

Only me

Code & Release at

<https://github.com/Baldi00/SolarSystem>

DONG!



► What

Pong, but with dashes, 2-axis movement, obstacles and health system like a fighting game.

► When

Late 2022 as my first Digital Bros Game Academy project.
Developed in 1 month.

► Who

A team of 6 people:
2 Game Designers
2 Game Programmers (including me as Lead)
2 Concept Artists

Code is under Digital Bros Game Academy ownership.

Plumberrat



► What

First person simulator of the job of a plumber. The player is a mouse plumber that has to fix the pipes from the inside avoiding being reached by a stalking snake.

► When

Early 2023 as my second DBGA project. Developed in 1 month.

► Who

A team of 11 people:

- 4 Game Designers

- 3 Game Programmers (including me as Lead)

- 2 Concept Artists

- 2 3D Artists

Code is under Digital Bros Game Academy ownership

Parkour Chasers



► What

Midcore 1v1 mobile game mixing the new emerging sport "Chase Tag" with a cartoon atmosphere. Players will earn points by tagging or running away from their opponent respectively until time runs out using skills, avoiding obstacles and using the environment to their advantage

► When

Mid 2023 as my third DBGA project. Developed in 2 month.

► Who

A team of 14 people:

4 Game Designers

4 Game Programmers (including me as Lead)

2 Concept Artists

4 3D Artists

Code is under Digital Bros Game Academy ownership

Escape Room



▶ What

2 levels puzzle game in which players have to find clues and solve puzzles in order to escape from the room

▶ When

Mid 2023 as my fourth DBGA project. Developed in 1 month.

▶ Who

A team of 7 people:

3 Game Designers

2 Game Programmers (including me)

2 3D Artists (one for each environment)

Code is under Digital Bros Game Academy ownership

Interactive room



▶ What

Simple room with various interactions (PCs, Blackboard, Drinks Dispensers, WC, Hand Washer/Dryer, Microwave, ...).

It was a DBGA test on several Unity topics (such as coding, lighting, audio, UI, physics, VFX, saves and level building)

▶ When

Easter 2023, developed in 1 weeks as an evaluated Unity project at DBGA

▶ Who

Only me

Code and Release at

https://github.com/Baldi00/VdM_Unity_Baldelli_Andrea

Cyber Hook Clone



What

Vertical slice on the main mechanics and aesthetics of the wonderful game Cyber Hook (Blazing Stick/Graffiti Games)

When

Various moments in 2023. Total development time is ~2 weeks.

Who

Only me

Code at <https://github.com/Baldi00/CyberHookClone>

Bumper Cars



▶ What

2d 1v1 mobile game in which 2 cars have to destroy each other. Made for practicing with mobile and 2d in Unity

▶ When

Early 2023, total development time ~1 week

▶ Who

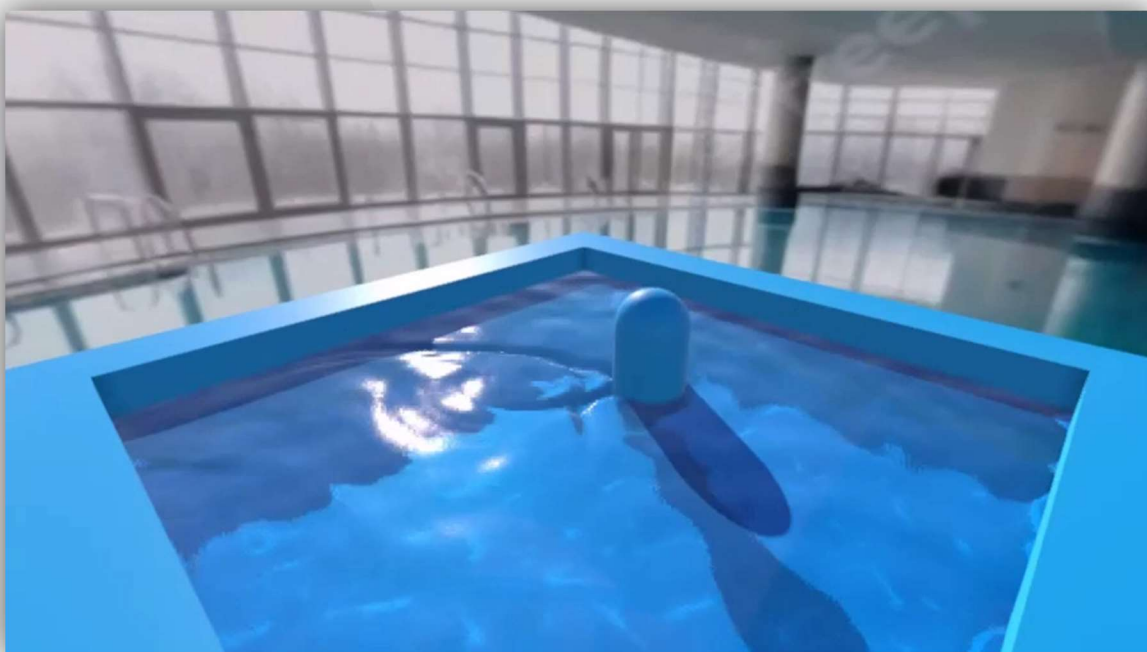
Only me

Code & Release at <https://github.com/Baldi00/BumperCars>



Unity3D Minor Projects

Water Simulation



▶ What

Water simulation using the Wave Equation. Made for practicing with Shader Graph, HLSL, Compute Shaders, Render Textures and Mesh Generation. And also because I love water 😊

▶ When

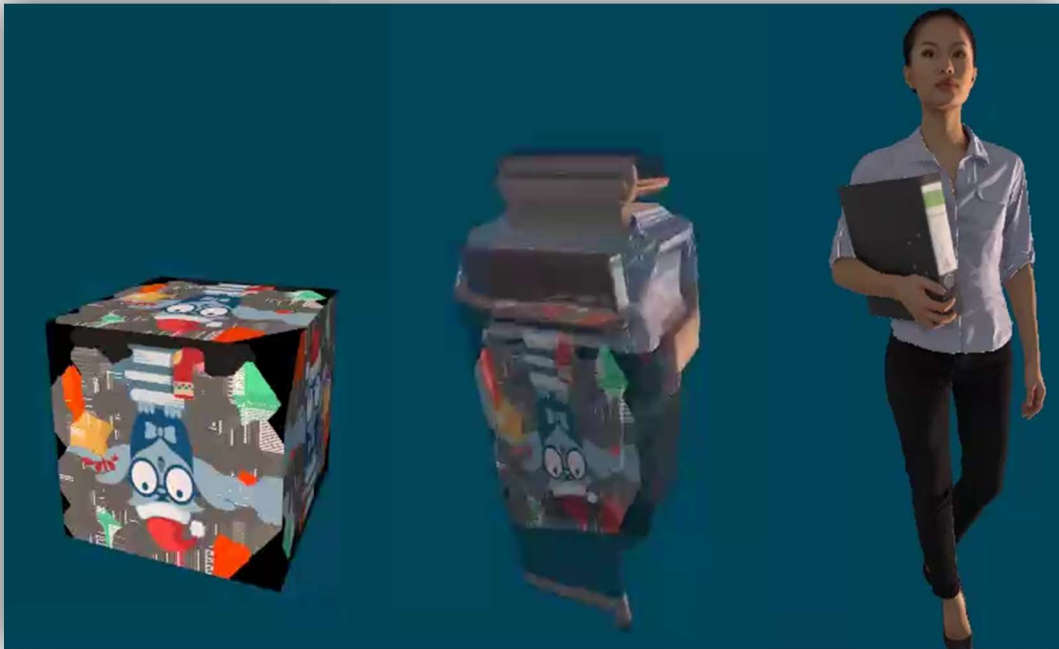
During 2023 in several moments

▶ Who

Only me

Code at <https://github.com/Baldi00/WaterSimulation>

Mesh Morpher



► What

Simple (nearest vertex) and generic (from-to meshes with any vertex count) mesh morpher for Unity. Made for practicing with HLSL and Compute Shaders

► When

Late 2023, developed in 2 days

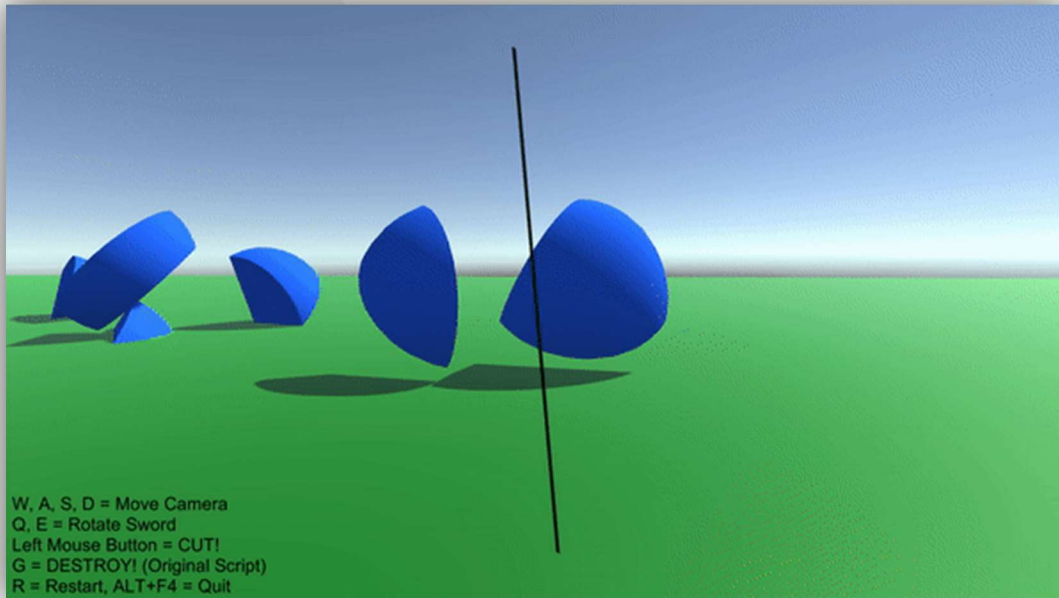
► Who

Only me

Code at

<https://github.com/Baldi00/GenericMeshMorpherUnity>

Mesh Splitter



▶ What

Unity primitives and fbx mesh splitter for Unity. Adapted from a destroy mesh script by [ditzel](#). Made to familiarize with meshes, fbx, and mesh generation.

▶ When

Late 2022, developed in 1 day

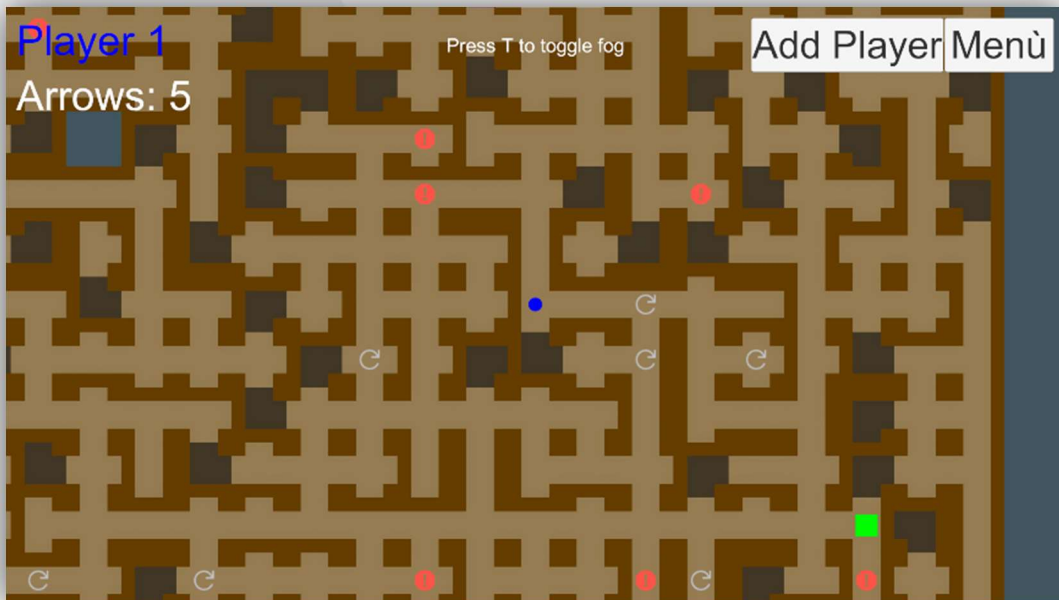
▶ Who

Only me

Code and Release at

<https://github.com/Baldi00/UnityMeshSplitter>

Procedural Maze



▶ What

Simple maze game with procedural generation. Player/s have to find and defeat a monster avoiding the dangers inside the maze.

▶ When

Mid 2023, developed in 2 weeks as part of a personal DBGA side project

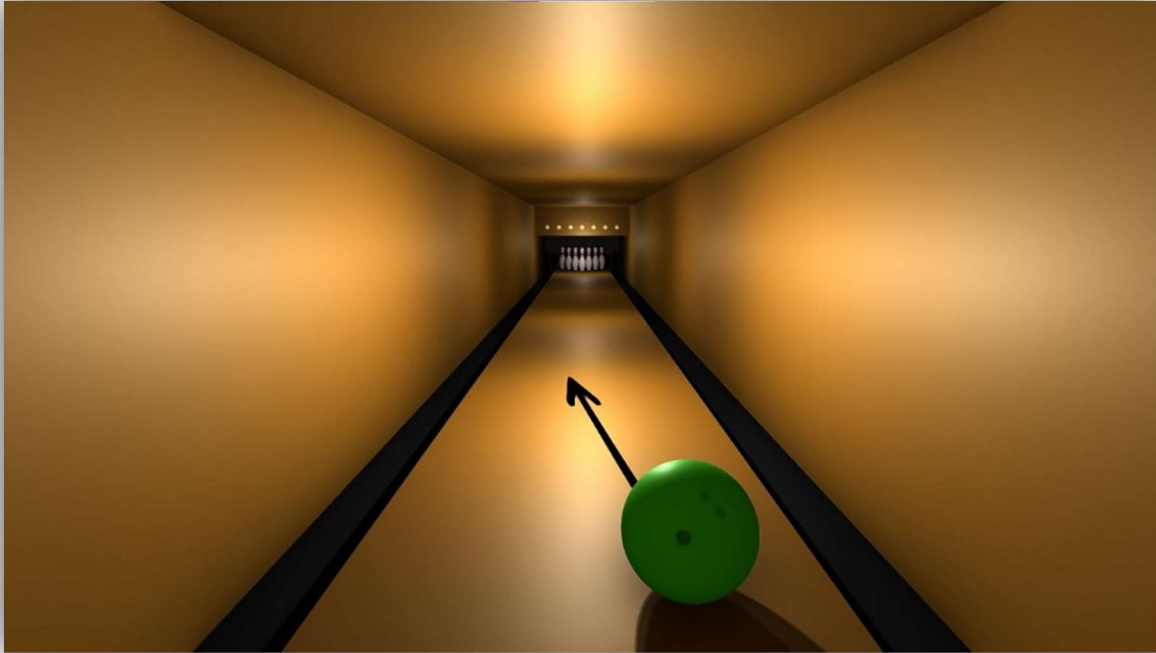
▶ Who

Only me

Code and Release at

https://github.com/Baldi00/Labyrinth_BaldelliAndrea

Bowling



▶ What

Simple bowling game

▶ When

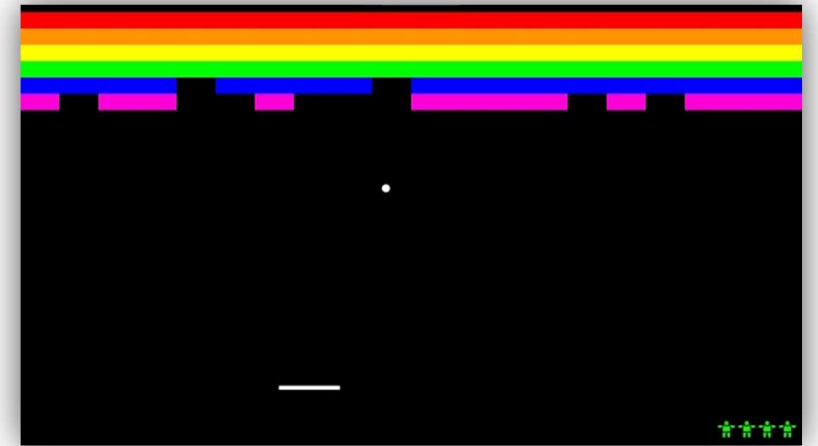
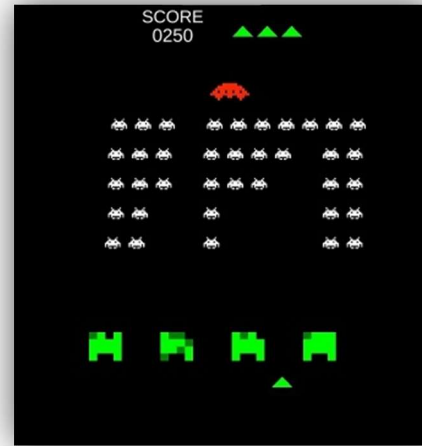
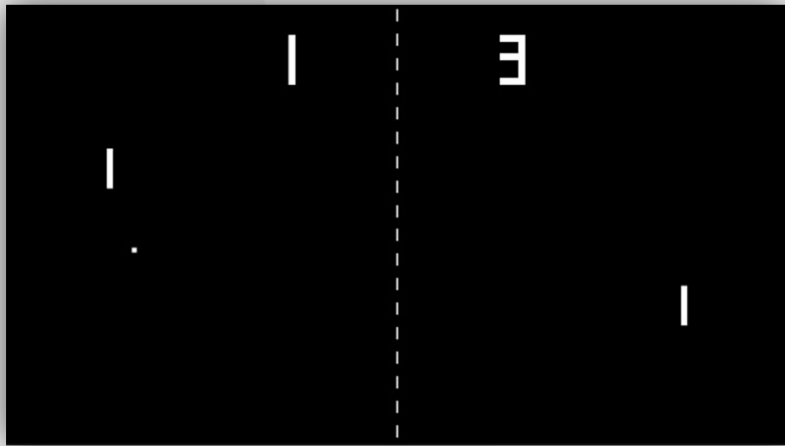
Late 2022, developed in 2 days

▶ Who

Only me

Code and Release at <https://github.com/Baldi00/Bowling>

Pong, Space Invaders and Breakout



► What

Clones of the classic games

► When

Late 2022. Developed in 1 day each.

► Who

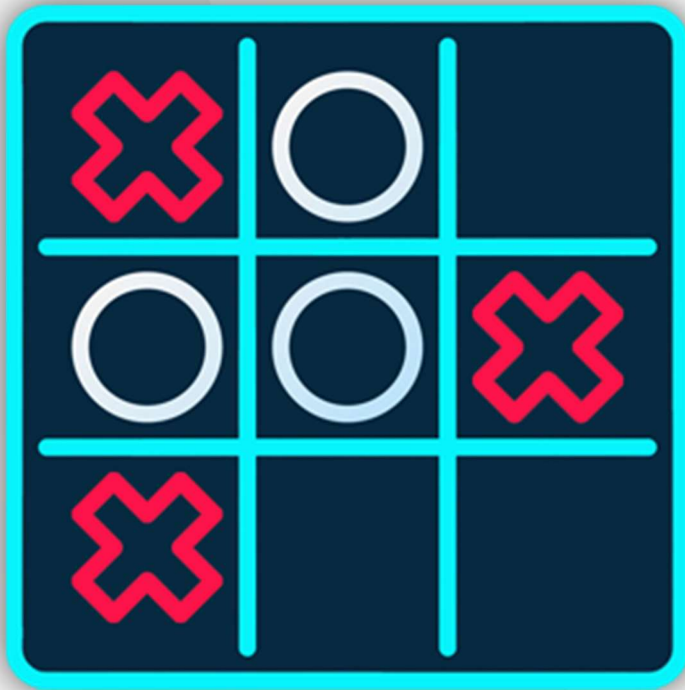
Only me

Pong code and release at <https://github.com/Baldi00/Pong>

Space Invaders code and release at <https://github.com/Baldi00/SpaceInvaders>

Breakout code and release at <https://github.com/Baldi00/Breakout>

Tic Tac Toe



▶ What

The Classic Tic Tac Toe game. You can play against another player or against CPU which uses Minimax algorithm.

▶ When

Early 2023 as an exercise from DBGGA for testing use of network API inside Unity. Developed in 1 day

▶ Who

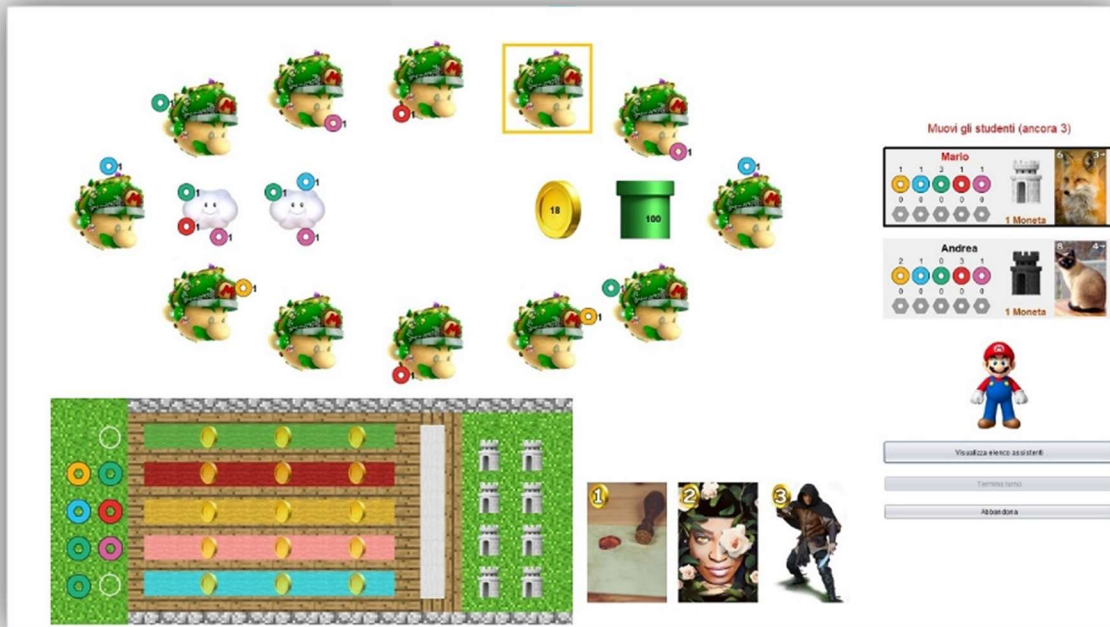
Only me

Code is under Digital Bros Game Academy ownership



Java Games and Projects

Eriantys



What

Trasposition of the board game Eriantys by Cranio Creations

When

Developed in 3 months in 2022 as the last Software Engineering course project at Politecnico di Milano. Part of the graduation thesis.

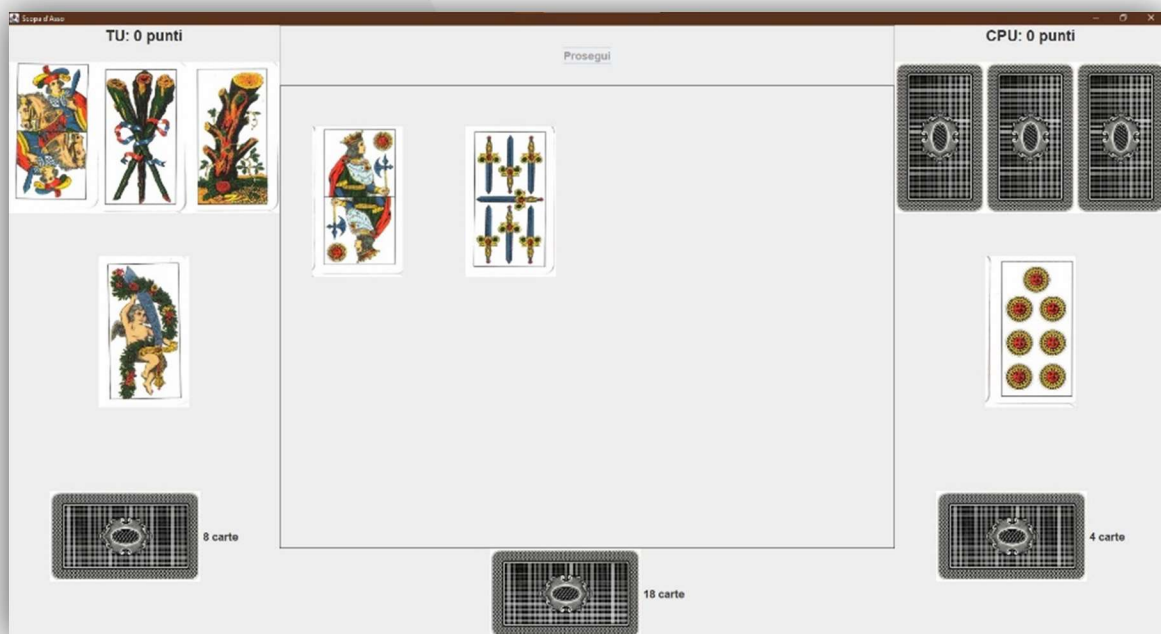
Who

3 programmers, including me.

Code & Release at <https://github.com/Baldi00/Eriantys>

*assets are not the original ones because protected by copyright

Briscola and Scopa d'Asso



▶ What

Two italian card games

▶ When

Developed in 1 day each in mid 2022

▶ Who

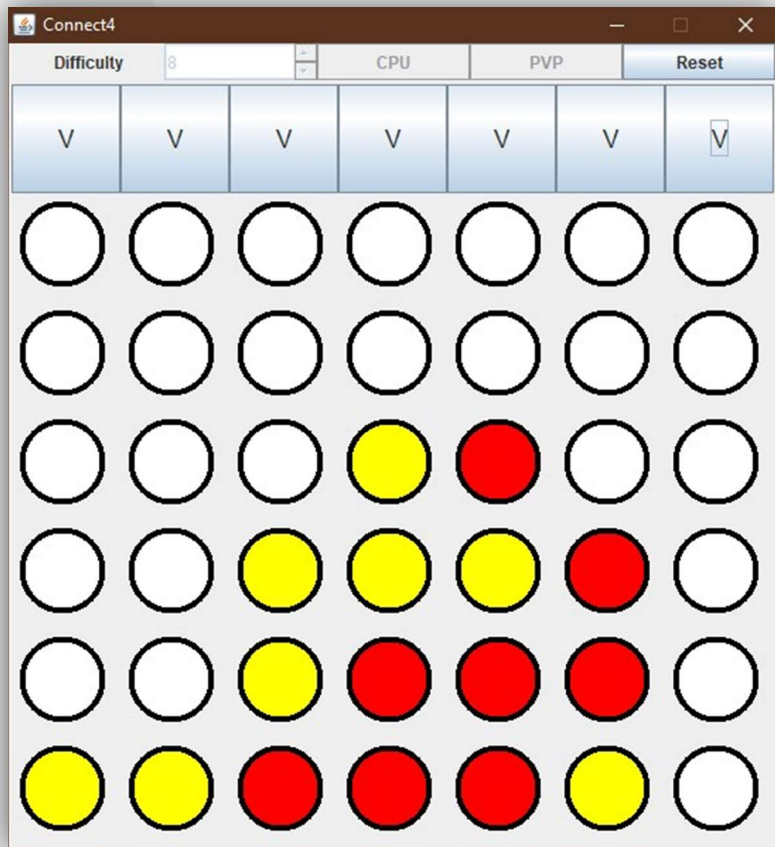
Only me

Code and Release at

<https://github.com/Baldi00/Briscola>

<https://github.com/Baldi00/ScopaDAsso>

Connect 4



▶ What

Classic Connect 4 game. You can play against CPU that uses Minimax and a tiny α - β pruning

▶ When

Late 2021. Developed in 1 week

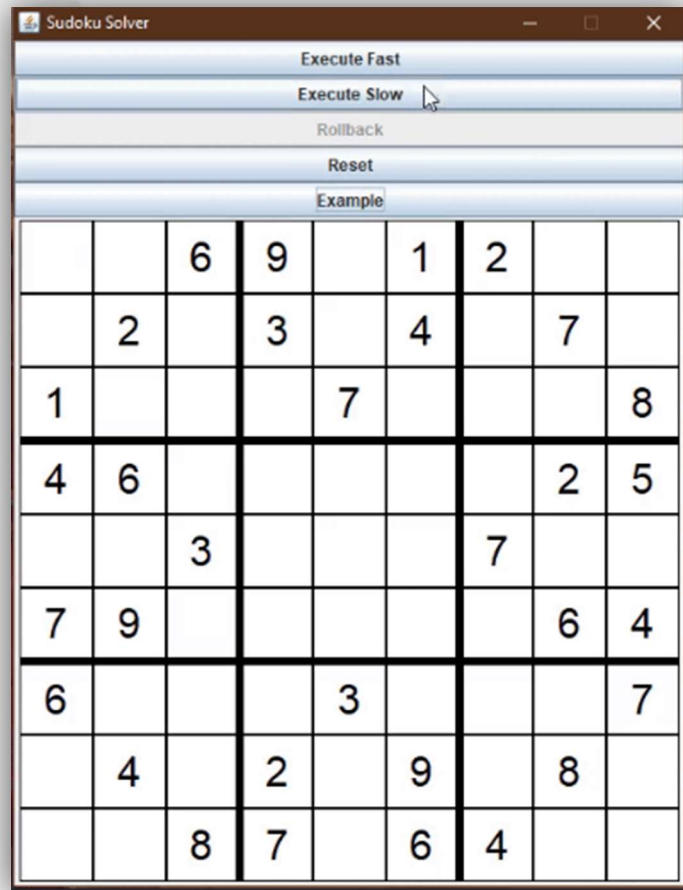
▶ Who

Only me

Code & Release at

<https://github.com/Baldi00/Connect4>

Sudoku Solver



What

Sudoku solver using Constraint Satisfaction Problems algorithms and MRV heuristics

When

Late 2021. Developed in 1 week

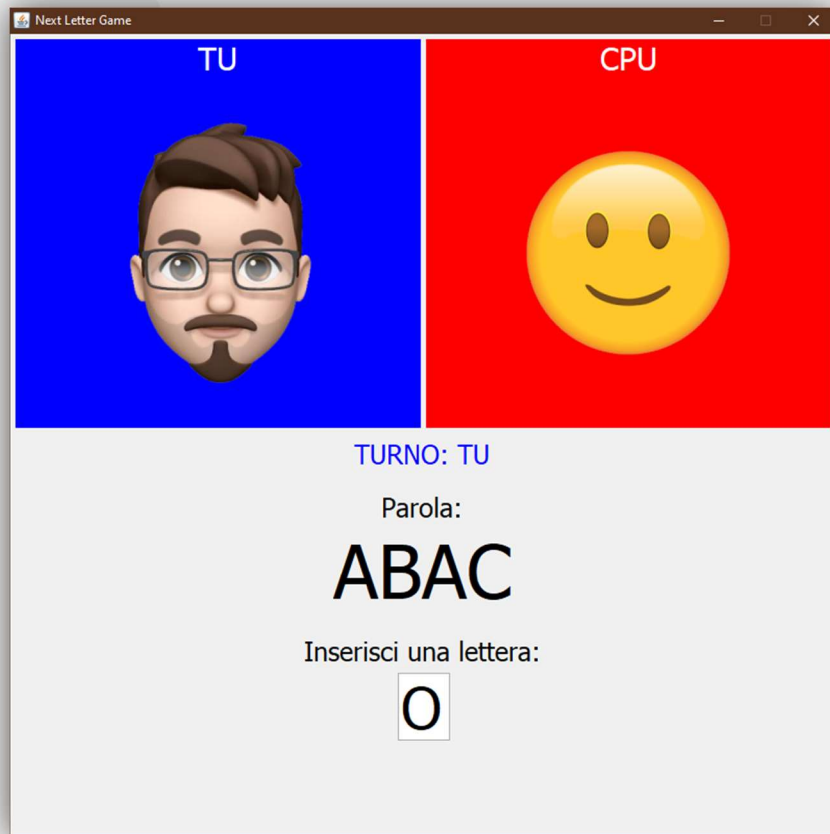
Who

Only me

Code & Release at

<https://github.com/Baldi00/SudokuSolver>

Next Letter Game



▶ What

Fight with letters against CPU. How ends a meaningful word loses.

▶ When

Developed in 3 days during 2021

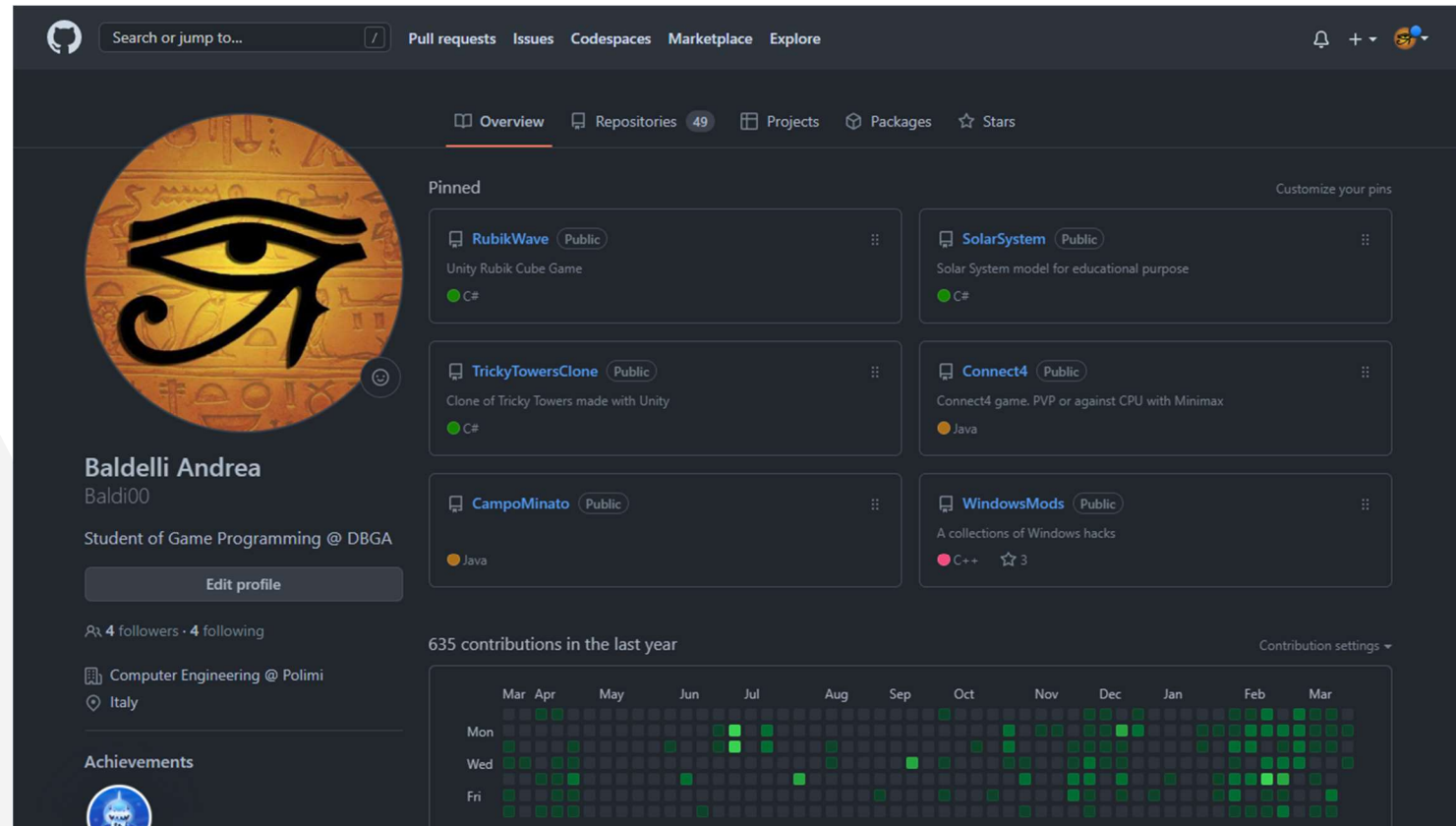
▶ Who

Only me

Code & Release at

<https://github.com/Baldi00/ProssimaLettera>

Other projects not related to videogames



My Github page: <https://github.com/Baldi00>