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September 2016 – Clumsy Ninja   Android, iOS

Company: NaturalMotion
Discipline: Programming Intern
Manager: Dan Kennedy

Clumsy Ninja is a game available for iOS and Android. It is the first game to use the company's Euphoria technology.
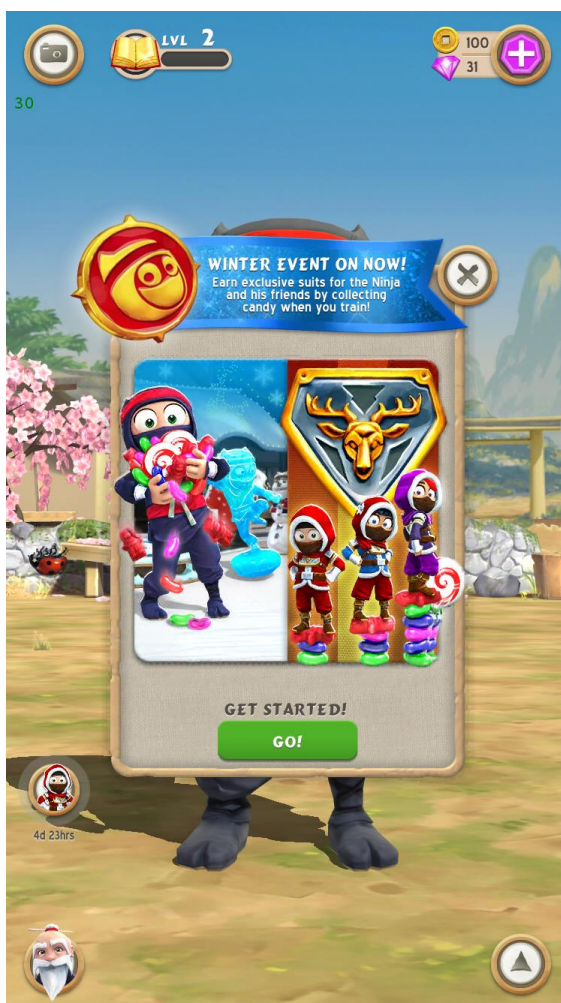
Job Roles:

- ❖ Implemented new tracking metrics for video ads
- ❖ Created new in-game events
- ❖ Developed tools in C# for creating events
- ❖ Overhauled the entire the debugging menu

Links:
https://itunes.apple.com/gb/app/clumsy-ninja/id561416817?mt=8
https://play.google.com/store/apps/details?id=com.naturalmotion.clumsyninja&hl=en_GB

Screenshots of Work:

August 2014 – Resize

A challenging arcade game available on Android and iOS devices (<v.8.0), with a free version and a paid version. Resize is a game where the goal is to change size as you race through courses while avoiding obstacles.

Features:

- ❖ Over 25 levels with different mechanics.
- ❖ Survival mode with an online scoreboard
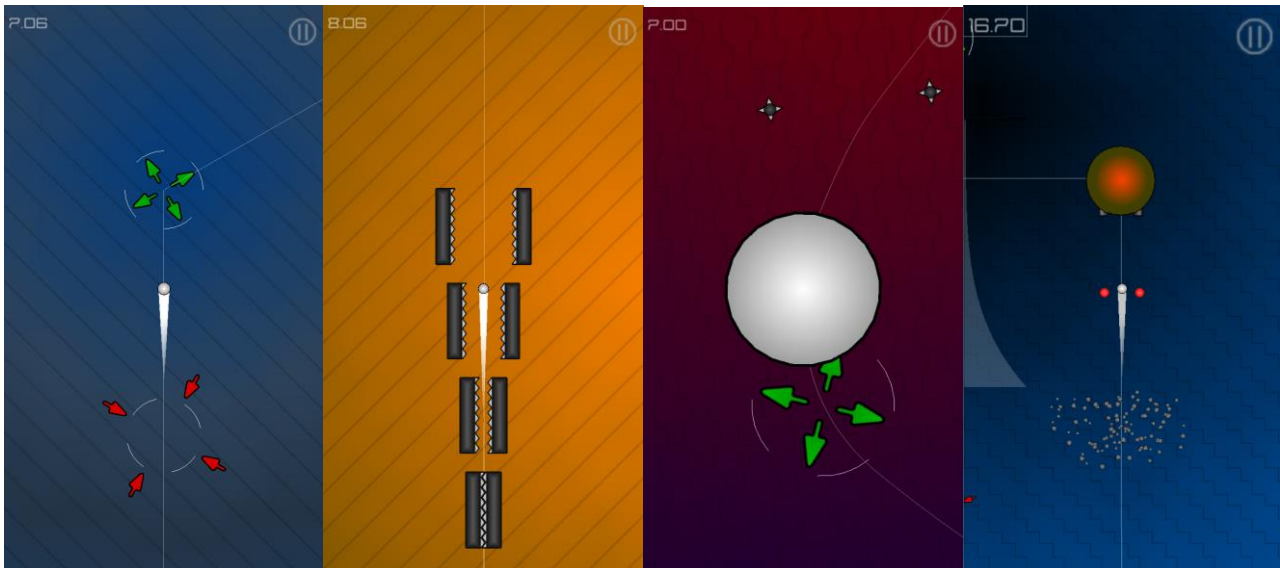- ❖ Multiple control schemes

Links:
https://play.google.com/store/apps/details?id=com.khan.ResizeFree
https://itunes.apple.com/gb/app/resize-game/id901413302?mt=8

Screenshots:

November 2013 – Lone White Blood Cell

A simple arcade game where the goal is to destroy bacteria which constantly evolve. Made for the GMC Jam #12 and came 6th place out of over 100 entries.

Features:

- ❖ Story and Survival Modes
- ❖ Online scoreboard
- ❖ Real-time 2D water physics

Screenshots:

Link:
http://gamejolt.com/games/lone-white-blood-cell/18639

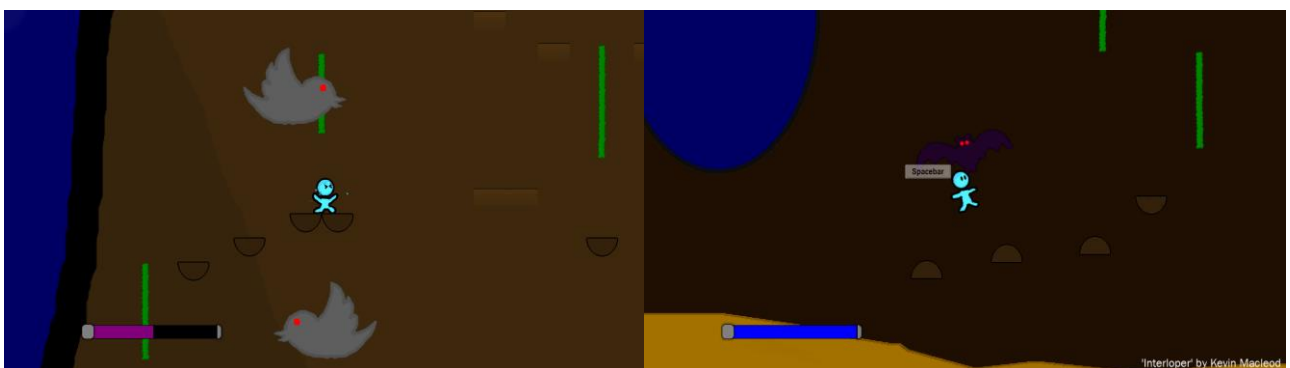# July 2013 – I'm Not Scared   Windows, HTML5

I'm Not Scared is an exploration-platformer game. You play as a young boy who lives in a tree with his family. The boy is separated from his family when he falls from the tree. He now must climb the tree to be re-united with his family.

Link:
http://gamejolt.com/games/i-m-not-scared/16395

Screenshots:

July 2012, April 2010 – Everything's a Lie   Windows, Nintendo DS homebrew

Everything's A Lie is a puzzle-platformer where the nothing is as it seems. The game requires the players to perform actions they would otherwise not take, e.g. jump into a pit of spikes, avoid collecting coins, etc. The Windows version was released in 2012. The DS homebrew version was released in 2010.

Link (Windows):
http://gamejolt.com/games/everything-s-a-lie/8705

Link (DS homebrew):
http://gamebrew.org/wiki/Everything's_A_Lie

Screenshots (Windows):

June 2011-June 2009 – Sliker (series)   Windows, Nintendo DS homebrew

Sliker is a series of challenging bullet-hell arena shooters.

The original Sliker was released in June 2009 for Windows. It features 10 levels and a boss fight, a level editor, an online scoreboard, and supports several control schemes (including Wii Remote and DS3 controllers).

CoVS-Sliker features everything in the original as well as 4-player online and offline cooperative and competitive modes, and over 50 levels with 4 boss fights.

Sliker DS is a reimagining of the original and was released in June 2011.

Links:
http://gamejolt.com/games/sliker/312
http://gamebrew.org/wiki/Sliker_DS
http://gamejolt.com/games/covs-sliker/313

References are available on request