Personal Game Development Portfolio - Baxter Deni

My game development portfolio is meant to be a place where visitors can discover my works in the game design field.

This website, a brief portfolio of my game development experience, is meant to display my skills, interests, and works with the goal in mind of hopefully getting employed by a viewer of the site. It is intended to not be a comprehensive list of my work history, but instead a brief summary of a select number of my personal favorites. This is intended to make the portfolio easy to read and digest while simultaneously including a variety of presentable games. The format the games will be presented in will be video clips of gameplay with descriptions of what I used to work on them along with my roles in the development of those games. There will also be a section of the site that is a simple description of myself and my personal aspirations. All together, the site will illustrate who I am as a developer.

Personas: Who I expect to be viewing the website.

Casual Observer:
Someone browsing various portfolios looking for portfolio examples or game development inspiration.

Bethesda Recruiter:
A recruiter from the game development studio Bethesda looking for new designers and/or programmers.

Michigan State University Professor:
A professor from Michigan State University looking at my portfolio to offer feedback/criticism, or consider me for a degree program such as the game development minor.

Comparisons:

Wireframes: Brief sketches of the website's layout.
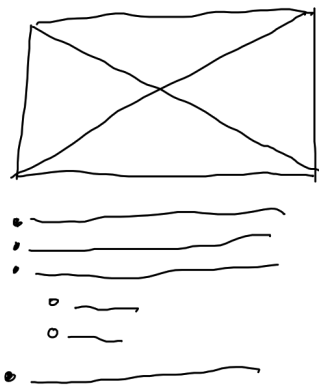
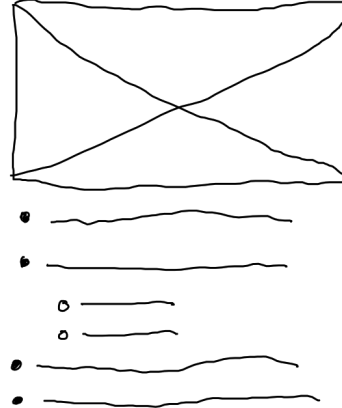# Baxter Deni
Game Design and Programming Portfolio

About Me   Games

Games

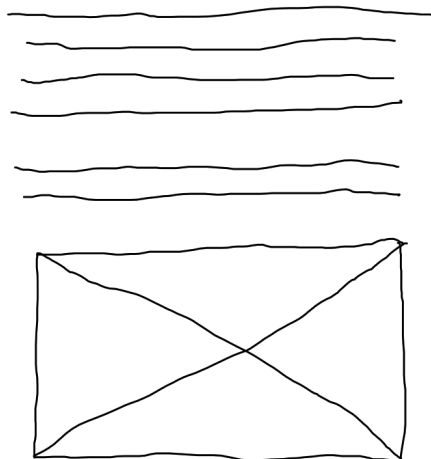### A Rainy Day

The Corporate Ladder

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About Me

Comps: Rough Ideas of what the website will look like.

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A Rainy Day

- This was made as a final project for my MI 231 class.
- The player plays as a worm in a parking lot that must soak up water while avoiding obstacles such as cars and birds.
- I worked on the design, programming, and art for this game, it being a solo project. This includes:
- Coding the movement for cars and bird.
- Coding the player controls/worm movement.
- Creating the health and damage system.
- Creating the worm's water-soaking ability.

The Corporate Ladder

- This was created for a pre-spec event in Spartasoft (Game Development club at Michigan State University).
- Players play as a businessperson ascending a building floor by floor by stacking office supplies and coworkers on top of each other.
- I worked primarily on the programming portion of the project, in particular I created
- The player movement system.
- The pick up/throw mechanic used on objects and enemies
- The health and damage system for the player.

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About Me

I'm Baxter Deni, and welcome to my portfoilio. I am a college student at Michigan State University studying Games and Interactive Media, with the goal of becoming a game designer someday. I have a passion for creating fun and inventive games, and hope for the opportunity to do that professionally.

On this site, you can view 2 games that I have helped to create for school, and I hope you see that passion in my work. I specialize in design and programming in particular.

My background is in Unity and C# programming, however I also have some experience with Java.