

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:



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:

