Ben Thorpe

Ben.thorpe1@btinternet.com • Mobile: +44 07495 290365
UK Address: 2 The Terrace, Creigiau, Cardiff, CF15 9NG

Examples of my portfolio 2021
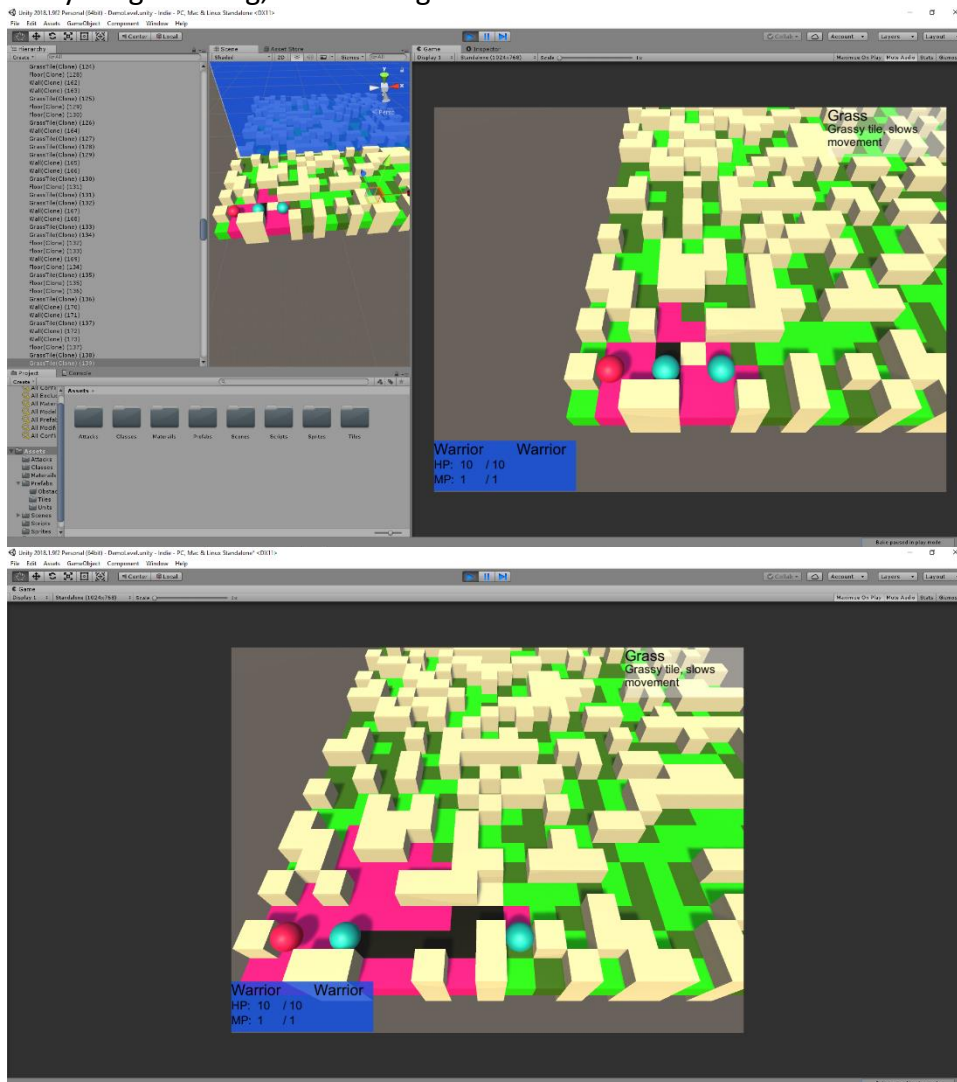
## 1.	Tactical Strategy Game

Features:
A prototype level for a tactical strategy game that involves moving a unit through a grid base map. The demo allows for movement and path finding through the level. The focus is the path finding algorithm, which calculates the available tiles the unit can move to and plots a path towards that selected end position. Each tile has a movement cost that restricts the movement and is calculated into the path finding
Skills demonstrated:
Unity Programming, Game Design

## 2.	Multiplayer Pong game

Features:
A multiplayer C++ pong game that allows for multiple clients to connect to the host system. The game allows for connections and messaging using the Winsock API. The display was created using OpenGL.
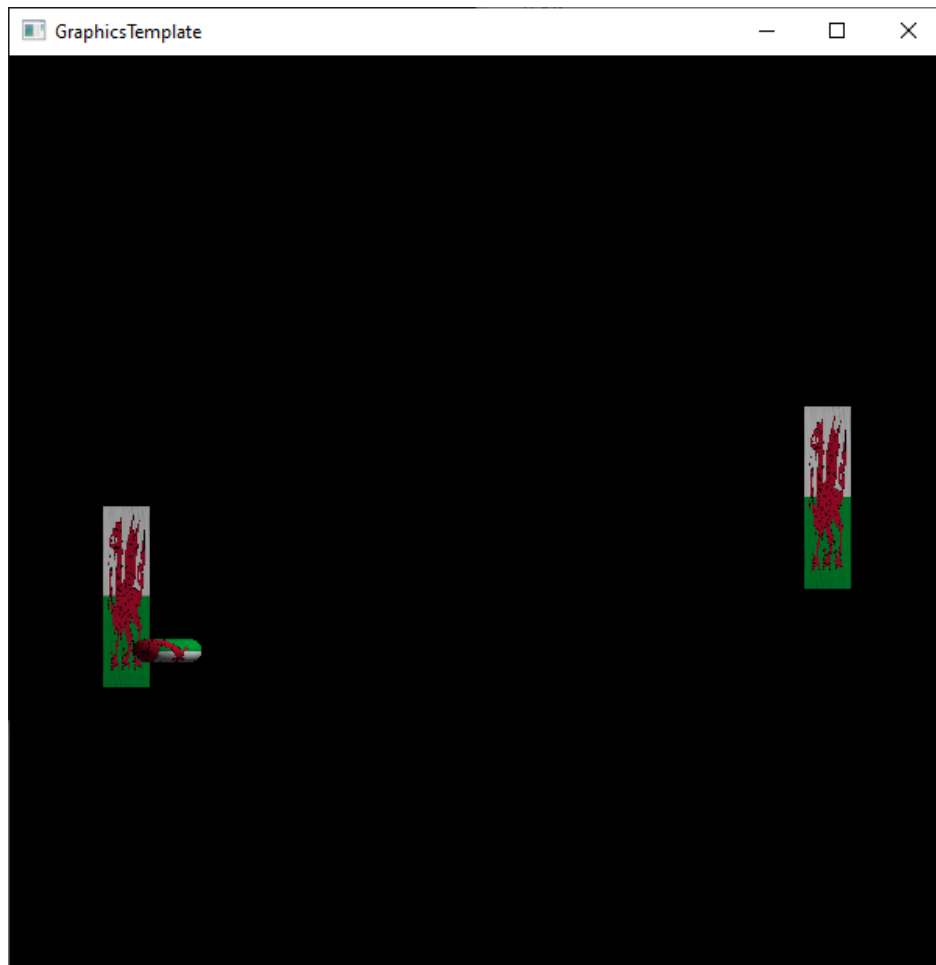Skills demonstrated:
C++ programming, use of APIs for networking

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3.   Graphical Programming

Features:
Creation using OpenGL of a scene with models and bind shaders to the models. I created varies shaders in OpenGL including anti-aliasing, colour manipulation using both vertex and fragment shaders. In addition, I created a multiple pass rendering system, by turning the screen into a texture and passing the scene texture through another shader. Furthermore, I created an instancing system.
Skills demonstrated:
Enhanced graphic effects, use of Open GL

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