

Portfolio

This is a portfolio of my different coding projects and assignments from school at Michigan State University.

I am a Junior at Michigan State University majoring in Games and Interactive Media with a focus in Game Development. This is my portfolio and in it you will see my progress as I learn how to code. The different classes that I have taken are CSE 231 at Michigan State University which focuses on the coding language Python. Currently, I am taking CSE 232 which is the next class after CSE 231 that focuses on the coding language C++.

This portfolio shows off my growth as the semester continues as I learned Python and become more proficient in C++, by showing the different projects and assignments that range from over a year of classes.

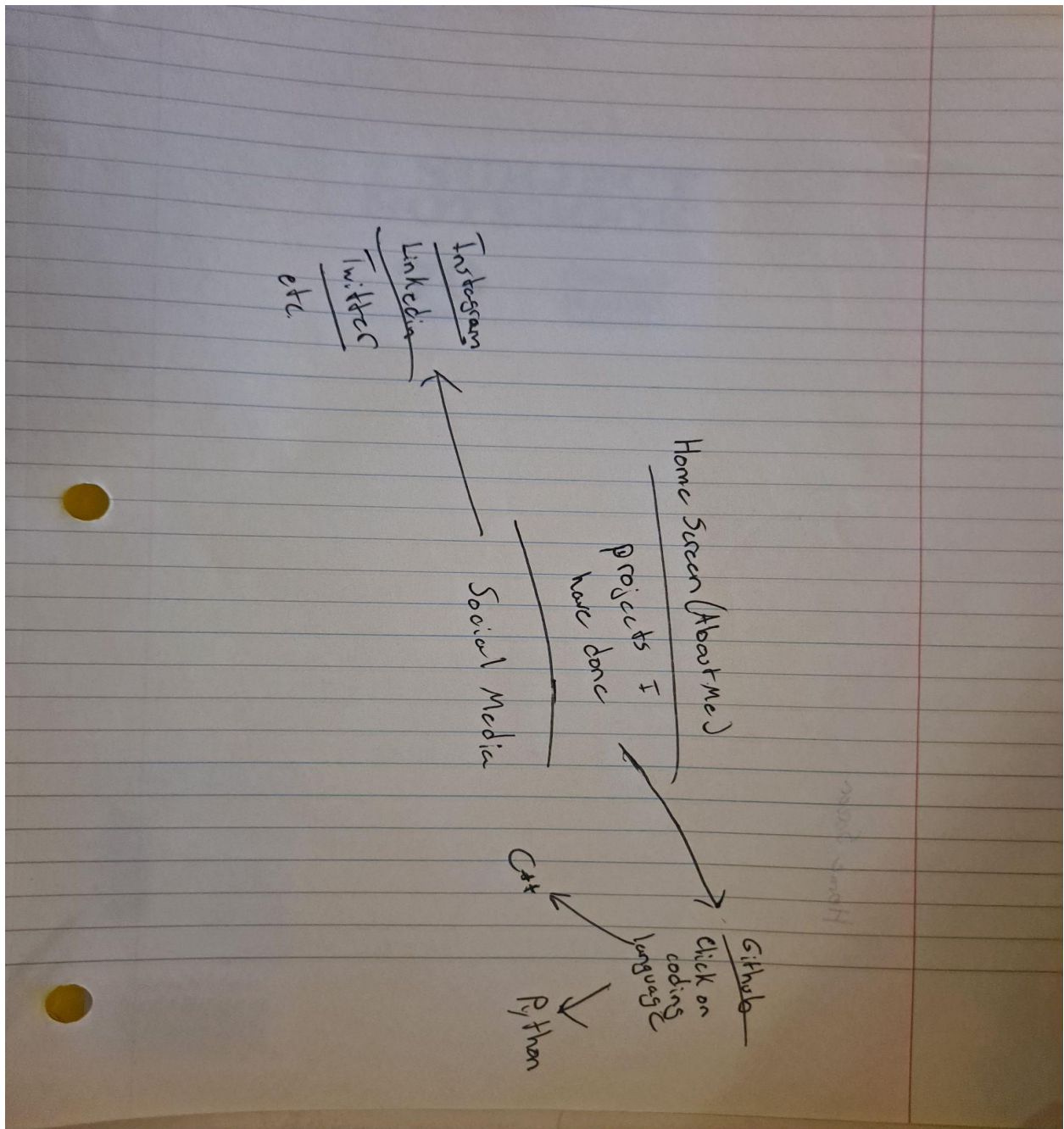
Personas

1. Ubisoft hiring management
2. Activision Blizzard hiring management
3. Santa Monica Studio hiring management

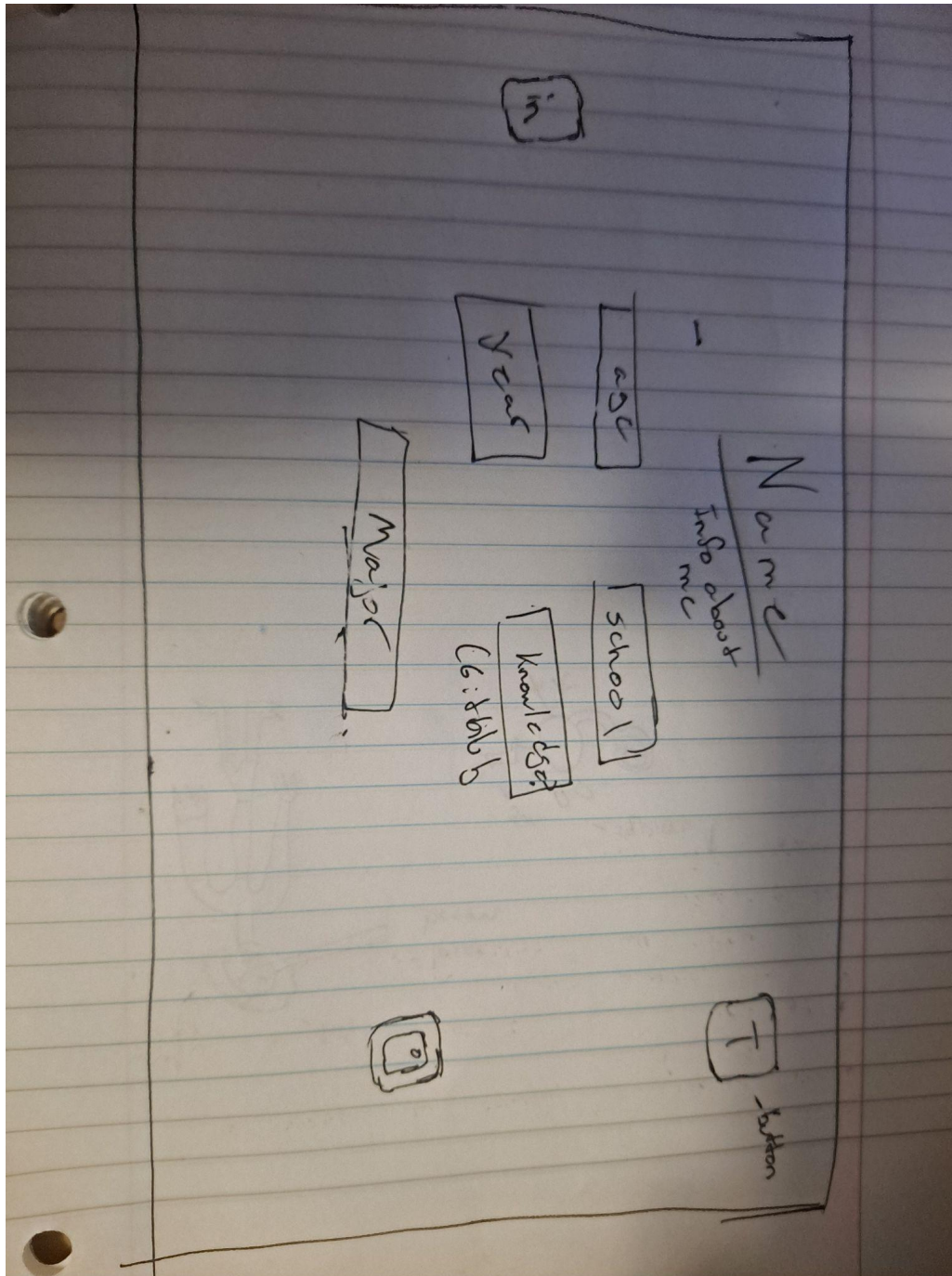
Comps(example portfolios)

1. Edward Hinrichsen <https://www.edwardh.io/>
2. Hugo Peters <https://hugo.fyi/#>
3. Ian Dunkerley <https://dunks1980.com/>

Shorthand Flow



Wireframe



Comps

Social
Media

Charles Drake Jr.

Social
Media

Information about me
-MSU
-Age(20)
-Year & Grad Year
(Junior & 2025)
-Major

Knowledge/Github

Social
Media

Social
Media