Lunacia

Lunacia is an atmospheric puzzle / platformer about finding yourself through dreams. I co-lead this project with Yoon Lee. I was involved in all aspects of the game, but I focused on technical leadership, programming, and visual effects.

One interesting system I worked on with this project was a publisher / subscriber system. Early on it became apparent our technical team would be both large and inexperienced. Additionally, our plans for obstacles, respawning, differing visibility states, and a dynamic soundtrack called for a fair amount of interaction between different systems. I decided the best approach would be to implement an asynchronous messaging queue that would allow denvelopers to send messages with

Melody Star

Melody Star! is a rhythm game played with a real piano. Instead of pressing buttons on a controller, players use an electronic instrument to play the actual notes of a song! Join a cast of lovable characters as they strive to become the best musicians in the land!

One of the trickier parts of Melody Star! was getting

Mi So Madness

Mi So Madness is a multiplayer infinite runner that uses the Steam Online Subsystem for its networking functionality. I am contributing c+ and blueprint networking code for some of the internal systems.

Path to Harmony

Path to Harmony is one of the games I'm most proud of. I led this project as part of VGDev, Georgia Tech's game creation club, and was involved in every aspect of its creation. Over six months my team made a fully featured game with a compelling narrative, soundtrack, dozens of levels and units, and deep game play. Heading the project let me develop leadership and project management skills, in addition to game development skills. PtH was my first time architecting a project of its scale, and I learned an enormous amount from my successful decisions as well as the ones that caused growing pains. The game follows the adventures of Blair, an idealistic strategist in the Xingatan army. They always dreamed of being a righteous leader like the monarchs of legend. When a plague strikes and the Kingdom of Xingata's strained relationships with its neighbors snap, Blair gets a chance to prove their leadership in battle. But as they rise though the ranks it becomes clear not all is as it seems within the Xingatan military.

RVVR

RV VR is a game about a family road trip through the cosmos, taco bell, and aliens. It was created for GGJ with several of my good friends. I served primarily as a gameplay programmer. Among other things, I created a system that applied different audio and visual effects based how the player collided with an obstacle.

Won honorable mention at GGJ GSU 2019

System.Exit

System.Exit was my first game with VGDev. I had the fortune to work under a patient lead who helped me learn skills that are necessary to work on larger projects, such as developing with an established code base. My work on System.Exit focused on development; I designed and implemented mechanics, items, enemies, and battles.

System.Exit also taught me the value of play testing. Although testing is crucial for all games, an RPG like ours was especially difficult to balance with the "squint and hope" method, and the enjoyability of the game improved markedly as we iterated.

Trouble on Beryl Isle

Trouble on Beryl Isle is a sunny platformer I worked on through VGDev. I coded AI for an enemy in addition to creating levels / environments.

The annual Party in the Penthouse is the most exclusive event on Beryl Isle, and you weren’t cool enough to get the invite… Play as Luke the Wolf, explore every nook and cranny of his island hometown at your leisure, and discover spots he can tag to build up his reputation! Inspired by the classics of the genre, Trouble on Beryl Isle is a feel-good, open-world 3D platformer, with fun enemies to fight and a deep move set to master.

Clean my Desk

Clean my Desk, another VGDev game, is about procrastination, interior decoration, and art(?). I primarily contributed models and textures, as well as some minior bits of code. This project was a great experience learning how to model and texture a large number of assets efficiently. I worked with Blender and Substance Painter.

Dreamworld

Dreamworld is a walking simulator about alien worlds I made with a few friends in high school. I drew environment pixel art.

Hengliding

Hengliding, a Tamagotchi meets Mario Kart game about raising chickens. I co-lead this game with my dear friend Sarah Tsai and contributed architecture and featuring code, as well as models, animation, and more!