

Final Project Preproduction

Short Pitch

A website used to promote my work as a game developer.

Long Pitch

I want to create a personal website in order to promote my work. This would include a website which shows the games I was a part of making, my role in the project, and a link to the project or a showcase. It should also include a section talking about who I am, and how to contact me.

Personas

1. Hiring managers at studios
2. Game developers

Comparative/Competitive websites

1. Peer website: <https://sites.google.com/msu.edu/noah-konarz-portfolio/home>
2. Industry Professional: <https://www.jackbromhead.com/>

Shorthand Flow



Wireframe and Comp

Home Page Comp

[About Me](#) [Projects](#)

David Bandila

Designer and Programmer

Hello! I'm David Bandila, a designer and programmer who is currently studying Games and Interactive Media at Michigan State University! My primary specialization is design with a background in programming.

I have worked on several games mostly as a designer who does some backend programming. Along with taking classes related to game design and programming, I have also worked in Spartasoft Studios, the universities club studio dedicated to game development. I was one of the Design Team's Director for their first project Knight by Night(Spring 2022). I was also a programmer for their second game "Tomb for Two" (Fall 2022) .

Relevant MSU Classes

- MI 227 Concept Design
- MI 231 Games and Interactive Media Dev
- MI 247 3D Graphics and Design
- MI 339 Games and Society
- MI 402 Topics in Game Studies (Audio)
- MI 430 Game Writing
- MI 491 Special Topics
- MI 495 Game Interactive Project
- CAS 117 Games and Interactivity
- CAS 116 Media Sketching and Graphics

Relevant Software Experience

- Unity
- Godot
- Visual Studio Code, C#
- Github/Gitlab
- Blender
- Davinci Resolve (Video Editor)
- Unreal Engine 5 (3 months of experience)

Contact Me

Wireframe

