

# Game Development Work Samples

## Devin Henderling

A collection of in-game photos of projects that I lead or contributed to; Does not include titles under a non-disclosure agreement. Titles link to GitHub repo for non-commercial projects.

## Villagers and Heroes In-Game Shop

( June 2022 - October 2022 )

Full redesign and expansion for mobile and PC user interface; Including a new layout, new assets, daily sales, featured items, and more.

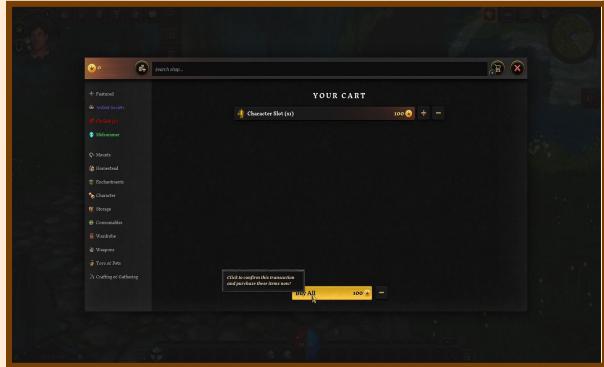
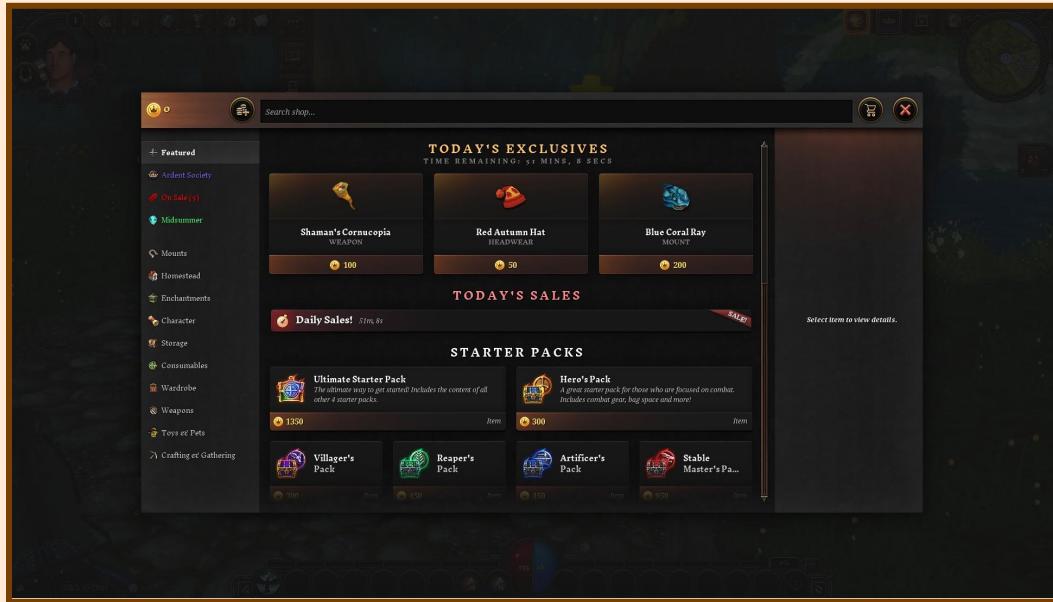
### Context

Mad Otter Games live-service update.

### Team

Devin Henderling - Engineer

Ivar Hill - Designer





# Arrow Dynamic (April 2023 - June 2023)

First-Person physics-based shooter PC game developed in Unity.

## Context

Game Programming course at the University of Oregon.

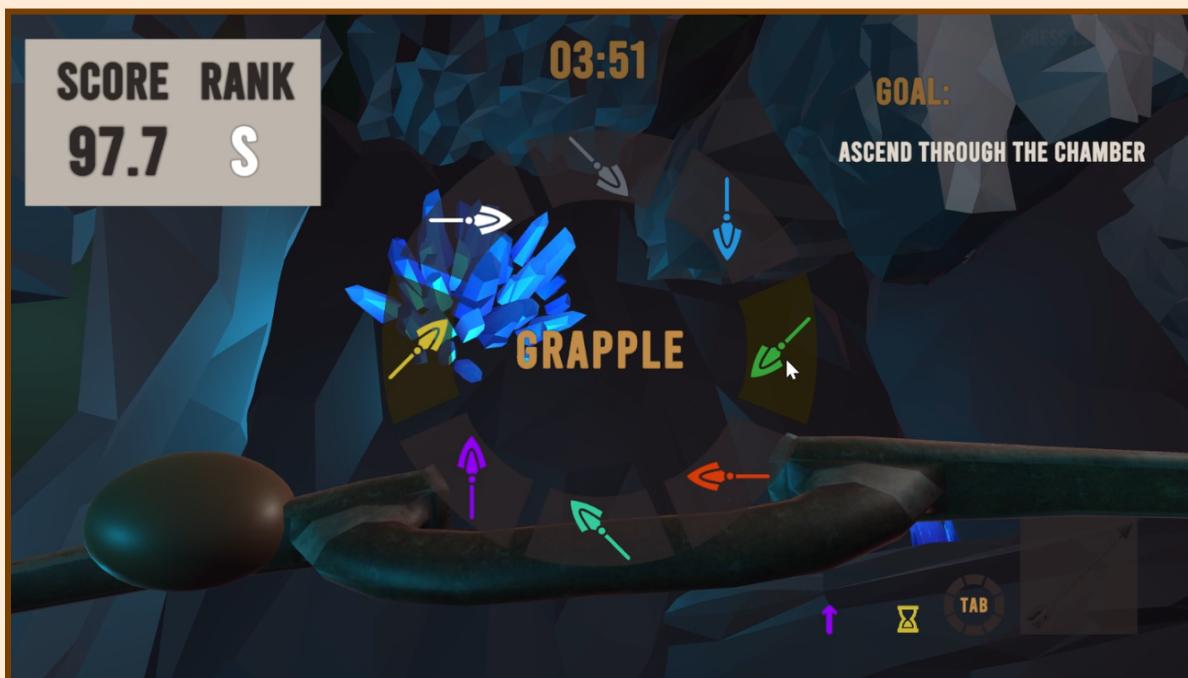
## Team

Devin Henderling - Lead Designer and Engineer

Aidan Duval - Level Designer

Brett Sumser - Engineer

Zachary Weisenbloom - Engineer





# DTH2FRG ( June 2023 )

Frogger-inspired arcade PC game developed in Unity.

## Context

Submission for GMTK game jam 2023

Made in 24 Hours

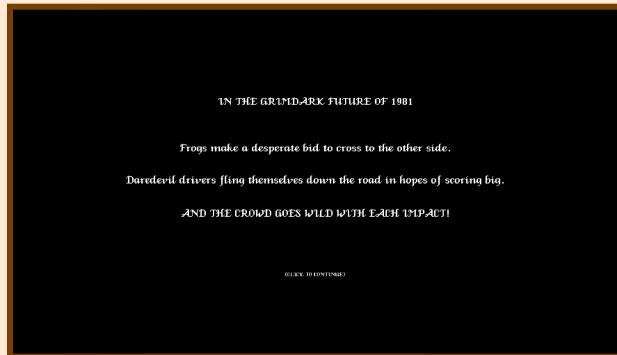
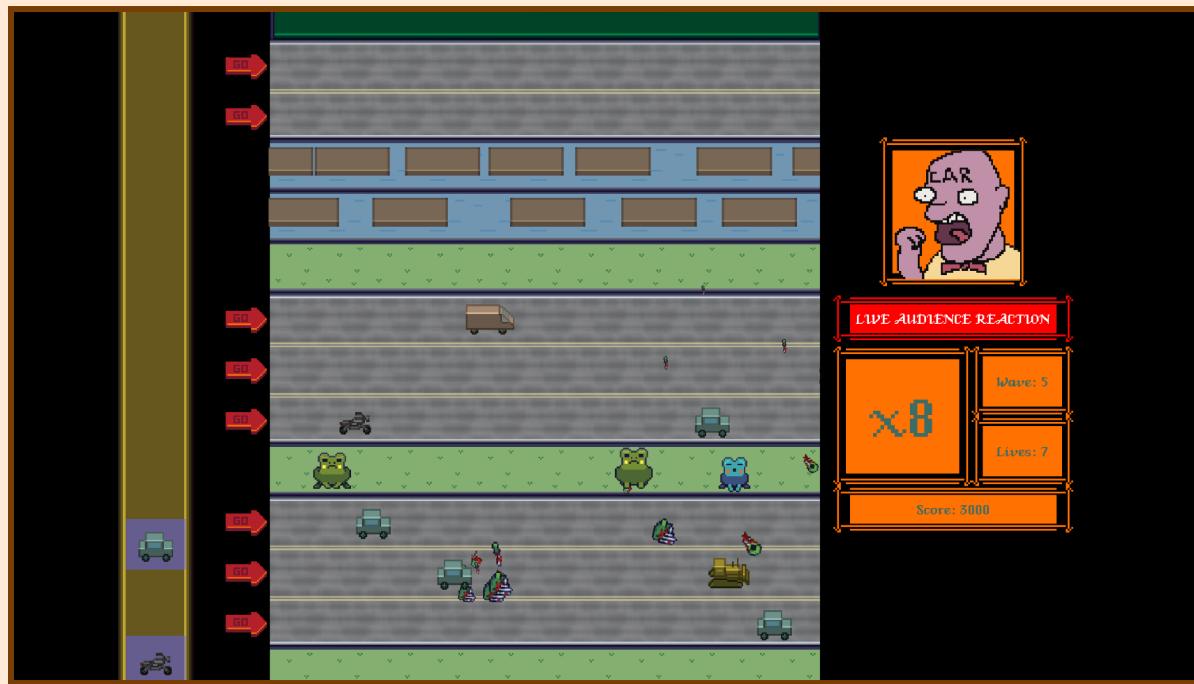
## Team

Devin Henderling - Engineer

Bryson Coleman - Designer

Edward Cheng - Engineer

Gwydion Brain - Programmer and Artist





# Dodge n' Roll (July 2022 - September 2022)

Tactical co-op PC game developed in Unity.

## Context

Originally prototyped for GMTK game jam 2022; Polished later by myself.

## Team

Devin Henderling - Project Lead and Engineer

Autumn Green - Artist

