Personal website:

About Me:

Evita is a UI/UX designer and front end developer. They graduated from UCSC with a Computer Science: Game Design(B.S.) degree. They focused on user centered design with creating games and applications that users could easily engage with. When they are not creating/ redesigning systems, they can be found painting, creating jewelry, gardening and spending time in nature.

Design:

Project1: Seed n Beyond

Project2:

Project3:

Games:

Project 1: Window Pane

Description: Window Pane is a first person narrative puzzle game based on Project MKUltra. The player agrees to be a clinical trial test-subject but things go horribly wrong. The player must figure out how to navigate around the house and which evidence and story paths will help them successfully escape.

Roles: Creator, Producer, User Experience Designer , Game Designer, Programmer

Detailed roles:

Languages: C#, GLSL

Tools: Unity 3D with Oculus VR

Project 3: Crystal Caves

Description: Crystal Caves is a 4-Directional adventure game about an amnesiac scientist who wakes up on an island with traces of an extinct civilization. The player navigates the island by solving puzzles, unlocking new tools and collecting resources.

Roles: Creator, Programmer, User Experience Designer , Game Designer , Artist

Detailed roles: I programmed several levels(including object interactions and adding to inventory systems) and all art(except for the player,note sprite,tool and particles) was handpainted with watercolor and acrylic paint by me.

Languages: Javascript, HTML , CSS

Platform/Frameworks: Phaser2 , Web

Project 2: Generative Design studies

Description: A collection of generative design projects that use p5.js . They include Music Visualization with particle systems, Terrain generation with Perlin Noise, Interactive Artist with Generative Grammars, Evolving Cars using Genetic Algorithms and Music with Markhov Models

Roles: Programmer

Languages: Javascript, HTML

Tools: P5.js

Project 4: Wild West Wolf

Description: An endless runner featuring a Mexican Wolf- one of the most endangered wolves in North America. Avoid the hunter traps and collect stars to boost your score.

Roles: Programmer, Artist

Languages: Javascript, HTML, CSS

Tools: Phaser2

Project 5: Kundalini

Description: Kundalini is a term that originated in ancient India that refers to the energy that is coiled at the base of the spine, which starts at the first chakra, the root chakra. You must open all chakras- energy vortices that run along the human spine and maintain energy balance with the moon and the sun.

Roles: Programmer, Artist

Tools: Construct 3

Project 6: Mycology Memory Master

Description: All mushrooms in the game can be found locally in Santa Cruz county.

An educational tool for learning and identifying mushrooms in local hiking spots around

the region featuring handpainted cards and a compilation of mycologic identification information.

Roles:

Languages:

Platform: