Fez – Software Developer

I am a developer working with Skript, Python, and Lua. I often use AI-assisted development tools to prototype quickly and build game mechanics, Minecraft server scripts, and experimental AI systems. I enjoy both independent development and contributing to team-based projects.

Skills

Languages:	Skript, Lua, Python
Areas of Focus:	Game development; Minecraft server scripting; AI-assisted development; Rapid prototyping; (
Tools:	Git & GitHub; VS Code; Linux / Terminal; AI coding tools

Projects

SAO Project – Sky Network (Skript)
Role: System & mechanic developer
Description: Working on Sword Art Online–themed mechanics for Sky Network. I develop combat systems, ability mechanics, boss behaviors, and various interactive systems using Skript.

Star Wars Games – Lua
Role: Game Developer
Description: Creating multiple Star Wars–themed games using Lua. I prototype mechanics rapidly and use AI tools to speed up development.

Python AI Application
Role: Developer
Description: Built an experimental AI system in Python based on basic NLP, decision logic, and user interaction features.

Work Style

Rapid prototyping; Efficient AI-assisted development; Clean and simple logic design; Learning-focused and improvement-oriented

Contact

Name: Fez