# Samuel Walker Portfolio Site Plan

## Samuel Walker

## WDD 130

## Overview

### Purpose

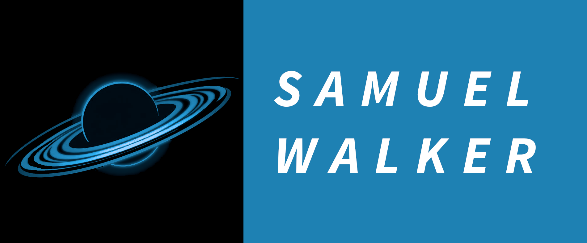
To provide a unified place for all my personal projects and serve as a portfolio for recruiters

### Audience

Anyone with similar interests, who want to explore some of the projects I have made or who want to potentially hire me for a job.

## Branding

### Website Logo



## Style Guide

### Color Palette

|  |  |  |  |
| --- | --- | --- | --- |
| **Primary** | **Secondary** | **Accent 1** | **Accent 2** |
| #0773ED | #65B891 | #93E5AB | #B5FFE1 |

### Typography

|  |  |
| --- | --- |
| Heading Font: Montserrat | [Montserrat - Google Fonts](https://fonts.google.com/specimen/Montserrat?query=mon) |
| Paragraph Font: Source sans pro | [Source Sans 3 - Google Fonts](https://fonts.google.com/specimen/Source+Sans+3?query=source+sans+pro) |
|  |  |

### Navigation

Home Projects Resume/Contact Gihub (external site) Linkedin (external site)

**Content**

* All images should be available in the ZIP file
* Every project should have a link to the Github
* If certain boxes on the home screen are hard to read due to the image being bright, You must darken the image a little bit to allow for better clarity
* **Every box on the home screen must have a fixed background, so that the background does not move with the page**
  + **The bottom “contact me/resume” box should also be fixed but also the empty part of the box should align with the text of the box, so that it can be properly read.**

**LinkedIn and GitHub icons should link to my profile:**

**GitHub:** <https://github.com/zipCoder933>   
**LinkedIn:** [Samuel Walker | LinkedIn](https://www.linkedin.com/in/samuel-walker-b6b268233/)

# Homepage

## Let’s build the future

### Staying curious

Curiosity isn’t just a habit—it’s the compass guiding the kind of future I want to help build. I imagine a world where programming becomes a creative superpower, robotics extends human capability, AI learns to collaborate rather than just calculate, and math remains the secret engine beneath it all.

I’m driven by the idea that tomorrow can be smarter, more connected, and a little more magical if we keep exploring boldly and questioning everything. My goal is to contribute to that future—crafting tools, systems, and ideas that push boundaries and invite others to stay curious right alongside me.

### My projects

Curiosity is what pushes me forward. I’m excited about where programming, robotics, AI, and math are heading, and I want to be part of shaping that future. I enjoy exploring new ideas, building things that solve real problems, and experimenting with technologies that are still evolving.

I’ve worked on many projects—most of which I’ve shared on GitHub—and they reflect the ideas I’m exploring and the skills I’m developing. They range from small tools and experiments to more involved builds, all connected by a desire to keep learning and improving.

### My Resume

|  |  |
| --- | --- |
| Homepage wireframe |  |

# Resume/Contact

**Samuel Walker**

**Email:** sam.p.w524@gmail.com  
**GitHub:** https://github.com/zipCoder933

**Portfolio:** yourwebsite.com  
**LinkedIn:** [Samuel Walker | LinkedIn](https://www.linkedin.com/in/samuel-walker-b6b268233/)

**Summary**

I am a passionate programmer, maker, and engineer, who enjoys the artistic side just as much as the technical side of projects, Besides programming, I have worked with robotics, AI, 3D printing and even art!

**Skills**

**Languages:** Python, Java, C#, JavaScript, HTML, CSS, the usual.  
**Tools & Frameworks:** Godot, React, Node.js, Docker, etc.  
**Other:** Linux, Git, game development, modding, etc.

I have worked with many different programming languages in the past. I have programmed Java by far the most. Most of the projects I have made in the past have been made with java.

**Projects**

**Xbuilders**

* An open source voxel game based built on Java and OpenGL.
* Inspired by minecraft, This was the most time consuming projects I ever did . Includes complete lighting engine, liquid propagation, creative building tools, survival mechanics, and best of all, LAN multiplayer.

**Cogni-Crawl**

* A 3D flashcard memorization game built using Godot
* Includes a complete JSON data driven system, so you can import any set of flashcards you want and Cogni-crawl creates a complete dungeon crawler where you must master all flashcards at breakneck speed in order to escape.

**Additional**

* **Participated in the 2025 BYUI hackathon**

|  |  |
| --- | --- |
| Resume / Contact info page | A black screen with white text  AI-generated content may be incorrect. |

# Projects

## Xbuilders

Xbuilders is an open-source voxel game built across several [generations](https://github.com/zipCoder933/Xbuilders-Legacy%20).) of development, inspired by the creativity and freedom of Minecraft. It features a fully functional block-building system along with a wide range of building tools designed to make construction smoother, faster, and more enjoyable.

The game also includes LAN multiplayer, making it easy to gather friends and collaborate in the same world. Whether you’re sculpting landscapes, crafting structures, or experimenting with new ideas, Xbuilders offers a flexible, community-driven space to build and explore.

Link: [zipCoder933/Xbuilders: A Minecraft clone written in Java and using LWJGL OpenGL library](https://github.com/zipCoder933/Xbuilders)

## Cogni-Crawl

Link: [zipCoder933/Cogni-Crawl: A Memorization Game in Godot for the 2025 Hackathon](https://github.com/zipCoder933/Cogni-Crawl)

Cogni Crawl is a flashcard memorization game built in Godot, designed to turn studying into something far more fun and engaging. It gamifies the memorization process by letting players progress through five unique levels—Dungeon, Antarctic, Lava Caves, Jungle, and Machine—each with its own atmosphere and challenges.

The game is fully data-driven, allowing any set of flashcards in JSON format to be transformed into a complete, playable experience. Whether you’re reviewing vocabulary, formulas, or facts, Cogni Crawl adapts effortlessly. The real question is: will you be bold enough to conquer all five dungeons?

## Minecraft Mods

* [zipCoder933/Thermal-Jetpacks: A Minecraft mod that adds jetpacks to thermal expansion](https://github.com/zipCoder933/Thermal-Jetpacks)
  + A jetpack expansion for the Thermal series, created with balance, performance, and aesthetics in mind. It introduces five new jetpack tiers, offering a smooth progression system and a fun, streamlined way to take to the skies.
* [zipCoder933/MC-Creative-Mode-Tweaks: A simple mod that makes changes to minecraft creative mode experience](https://github.com/zipCoder933/MC-Creative-Mode-Tweaks)
  + A simple mod designed to make creative-mode building smoother and more intuitive. While flying, players no longer collide with walls and no longer lose momentum when stopping, allowing for faster, more fluid construction.
* [zipCoder933/MC-PerformanceTweaks: Client side performance optimizations for Minecraft](https://github.com/zipCoder933/MC-PerformanceTweaks)
  + A lightweight mod that bundles several small performance optimizations into one package, making it easy to improve your game’s efficiency without juggling multiple separate mods.
* [zipCoder933/Create-Kinetic: An addon mod for clockwork and valkyrien skies](https://github.com/zipCoder933/Create-Kinetic)
  + A simple mod for Create and Valkyrien Skies that adds a “ship totem”—an item that lets you teleport your ship directly to your location. It’s especially helpful when you need to bring your ship along quickly or in those rare moments when your ship goes missing and needs a little magical encouragement to return.
* [zipCoder933/MC-NeutronTools: A basic Utility Mod for modded minecraft (For modpack testing and debugging)](https://github.com/zipCoder933/MC-NeutronTools)
  + A Minecraft mod that introduces a set of tools designed to make modpacks and servers easier to manage and customize. It includes features like customizable creative-mode tabs powered by resource packs, along with special commands such as listall for displaying every item, block, or entity, and ping for checking player latency. Altogether, it helps streamline server administration and gives players and creators more control over their Minecraft experience.

### Pyramid of Giza

This text-based adventure game places you in the role of an explorer navigating a massive ancient pyramid. Your goal: discover all four entrances to the Pharaoh’s tomb and earn the title of the world’s greatest explorer. Every choice you make pushes you deeper into the mystery—if you’re clever enough to survive.

The pyramid is built with a blend of handcrafted paths and computer-generated routes, all woven together to create a rich, unpredictable maze. With this balance of design and randomness, the game offers hours of exploration, surprises, and clever twists waiting to be uncovered.

[zipCoder933/Pyramid-Of-Giza: A text based adventure game written in python](https://github.com/zipCoder933/Pyramid-Of-Giza)

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| Projects wireframe |  |
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# Media files

|  |  |
| --- | --- |
| Xbuilders |  |
| Cogni-crawl |  |
| Pyramid game |  |
| Homepage title box / title background |  |
| Box 2 |  |
| Box 3 |  |