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**What Makes A Strong Portfolio**

In this assignment, you will evaluate two to three ePortfolios on Behance, looking for both professional and unprofessional examples. Include a link to each Behance ePortfolio you reviewed.

**Good Portfolio:**

<https://www.behance.net/gallery/230068301/A-DRILL-ANTHOLOGY?tracking_source=search_projects&l=23>

I like this portfolio because I think it doesn’t need a lot of explanation, and the naming is clever and clear. It tells a brief story at the beginning, giving insight into the artist's ideas, and is formatted well to show the multiple images used. It’s meant to be an art display, and I felt as if I were in a digital museum inspecting an exhibit that is consistent in theme.

**Bad Portfolio:**

<https://www.behance.net/gallery/231295299/LOGOFOLIO-LOGO-COLLECTION-2025?tracking_source=search_projects&l=7>

This portfolio leans closer to a developer’s portfolio. However, while it shows the talent of the creator, I feel it lacks enough explanation for each piece. Everything has a similar feeling, making it seem like a one-trick-pony portfolio. If I were looking for this very specific style, I’d go to them—but the lack of versatility and explanation leads me to believe the developer doesn’t branch out and might also not know how to. Again, I think this could be improved if more information about the process or techniques used were provided.

**My Portfolio Plans:**

To stay in line with what I feel this class is meant to accomplish, I’d like to share my thoughts on how I’d build my portfolio. I’ve followed a few people on LinkedIn, and the consensus seems to be: showcase quickly, be a bit flashy, and leave the rest for those who want to look deeper.

A trailer would be featured on the splash page—maybe multiple if I had several projects. It would highlight the game mechanics and art styles implemented.

Going deeper, I’ve always said I’d want a “Library of Functions” project—something like a developer room in a game that showcases features such as movement, jumping, climbing, running, a ‘library’ of buttons, interactables, UI interactions, power-ups, weapons, and their respective animations. This wouldn’t be a game in itself but would quickly demonstrate a large array of common game functionalities. It would show how systems work together in a single level, and the accompanying game trailer would then show these features implemented in a full (single-A/indie) game context.