

Explore My Creations

UNITY

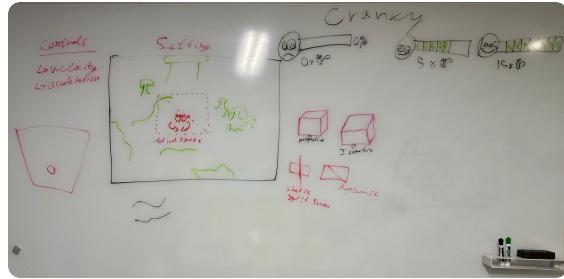
Totally Bugged Out



Solo Project – First-Person Bug Survival Game

You're stuck in a bug-infested Balkan house and the roaches are not backing down. Grab, throw, and smash your way through swarms of roaches using whatever you can grab – from food to furniture. Built with a universal throw

Cranky (Game Jam 2024)



Prototype / Local Multiplayer – Unity (1 Week)

Originally made for Global Game Jam, this chaotic top-down game has two pugs chasing squirrels in split-screen mayhem. I designed and animated the characters while helping shape the goofy, frantic gameplay.

Roles: Lead Animator, Co-Designer

system, creepy-crawly AI that climbs walls and ceilings.

[Click Here](#)

[Click Here](#)

Cranky: The Squirrel Annihilator

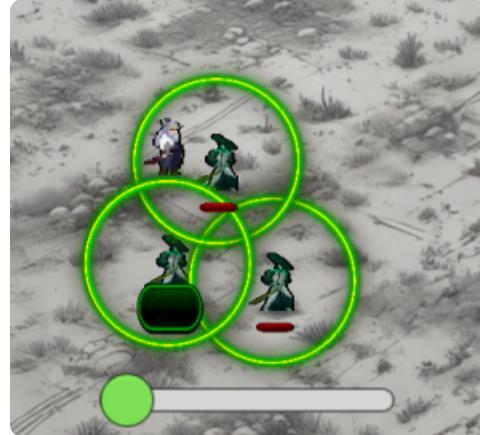


Solo Project – First-Person Dog Chase Game

A reimagined solo version of the jam concept, now in first-person with full pug immersion. Movement is driven by L1/R1 inputs simulating paw rhythm, with reactive squirrel and rooster AI, a full UI, and WebGL support.

[Click Here](#)

Shogun: Flowers Fall in Blood



Solo Project – Tactical RPG / Unity

Prototype of a mobile tactical RPG blending grid-based combat and gesture-driven skills.
Inspired by *Naruto Blazing* and *Ronin: The Last Samurai*.
Built with full progression, enemy AI, and gacha simulation.

Role: Solo Developer

[Click Here](#)

ADDITIONAL DESIGN WORK

The Signal



Team Project – Narrative Board Game Design

A team-designed sci-fi exploration board game set aboard an ancient alien vessel. Players explore modular tiles, uncover lost technologies, and fight twisted lifeforms while racing to silence a mysterious evolving Signal. Features include procedural map generation, enemy behavior systems, player class customization, and cooperative + competitive victory paths.

Team Roles: Design, Systems, Lore Writing, Visual Assets

[Click Here](#)

The Last Paycheck



Solo Project – Narrative + Systems Design

A full game design document exploring poverty, survival, and player emotional engagement in a dystopian America (2050). Players must manage unstable jobs, unpredictable inflation, and care for their child in a bleak narrative-driven simulation.

[View GDD](#)