

GUNTHEE'S GAME PORTFOLIO

All of my gamification works,
projects and experiences



MOBILE GAME

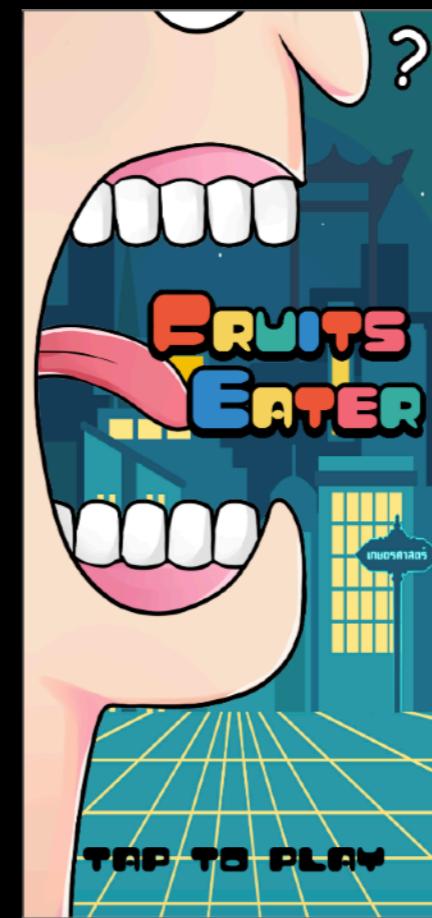
FRUITS EATER 2077 🔒



SECOND RUNNER-UP GAMING DEV BOOTCAMP AWARD

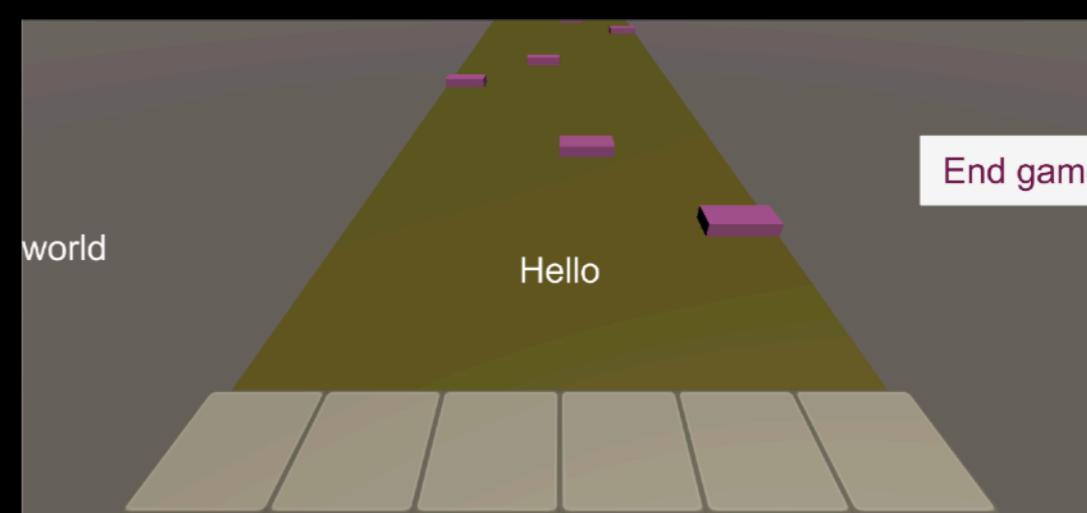
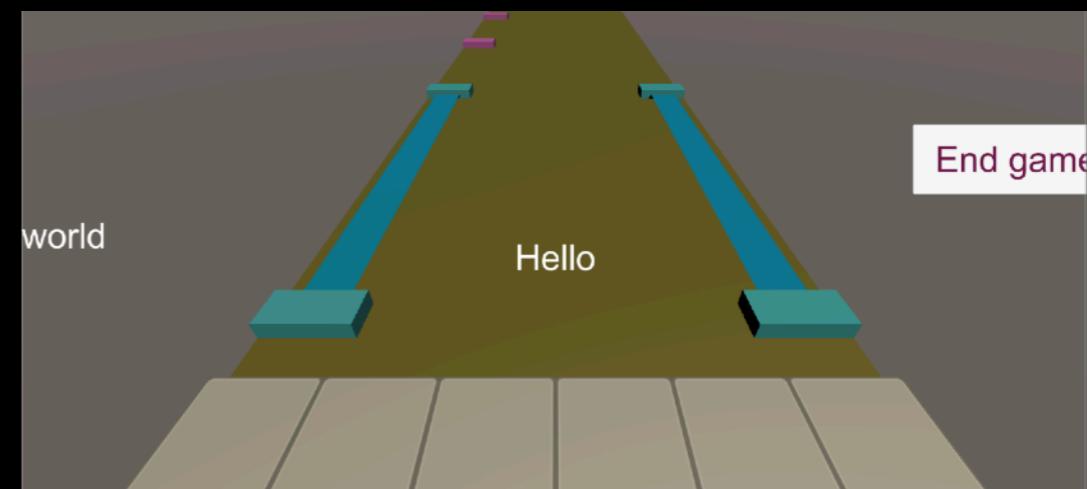
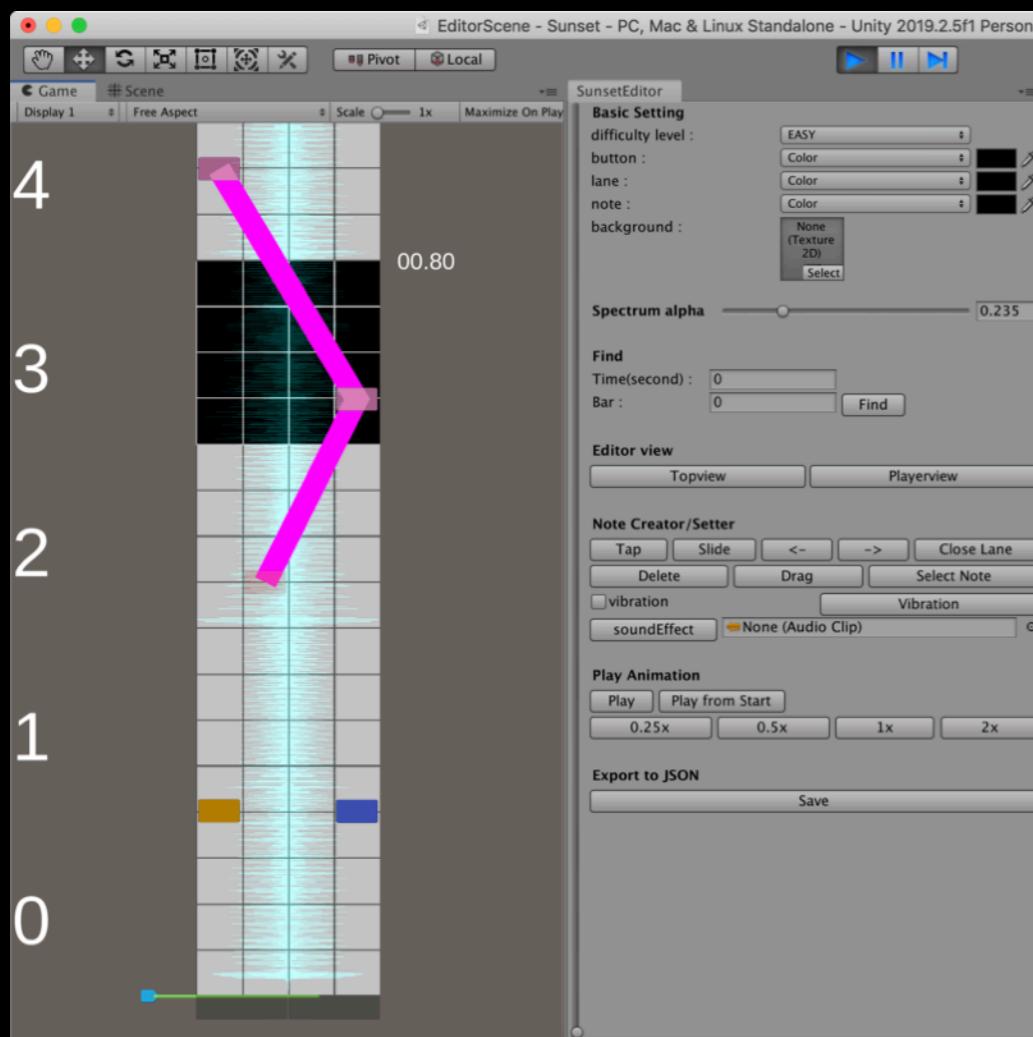
MY FIRST AUGMENTED REALITY(AR) GAME

Don't make human angry hungry



MOBILE GAME SECRET GAME

SUMMER GAME DEVELOPER INTERNSHIP PROJECT @SEVENTOP GAMES STUDIO
Developed game editor and gameplay on mobile with Unity 3D(ECS) and C#



DESKTOP GAME

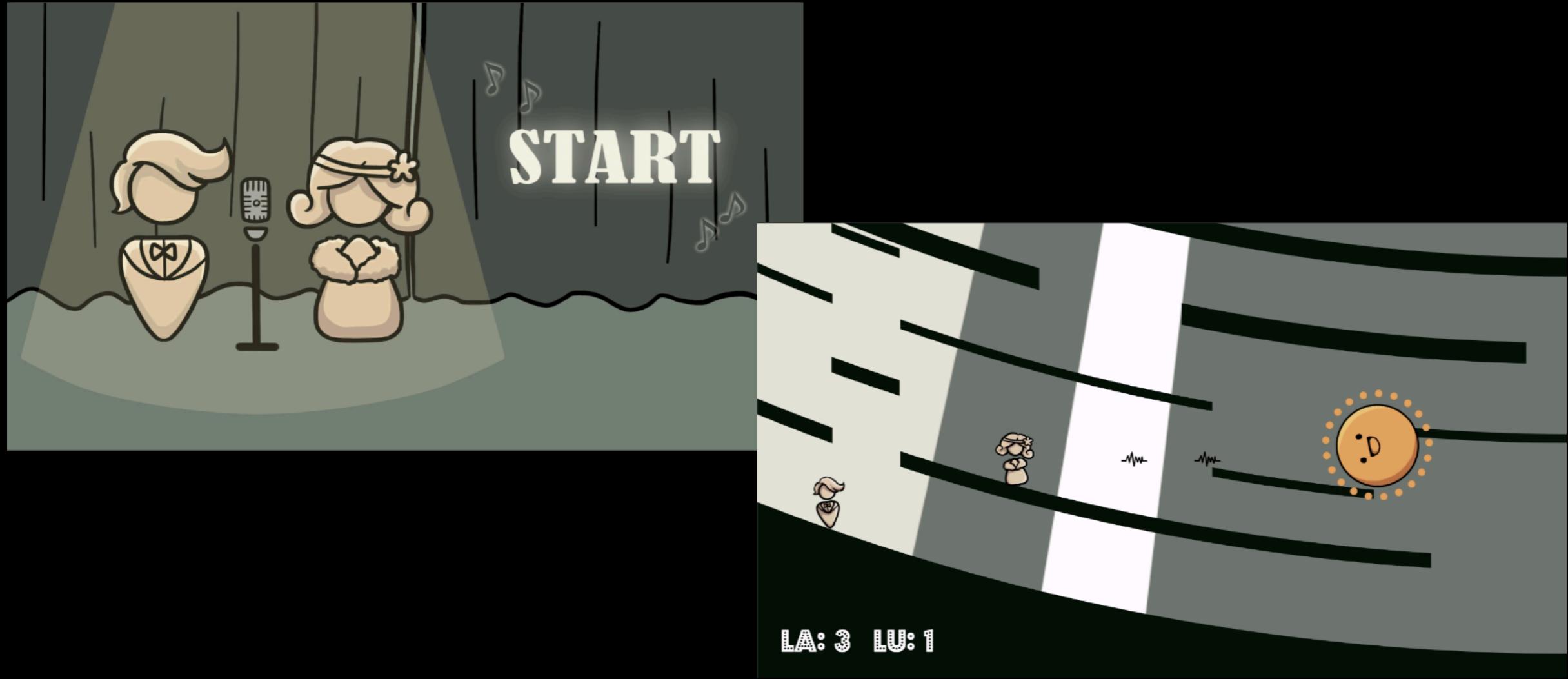
FINDING IN CURVE



Global Game Jam 2020 Project

Find the missing note

Source & Details: <https://globalgamejam.org/2020/games/finding-curve-4>

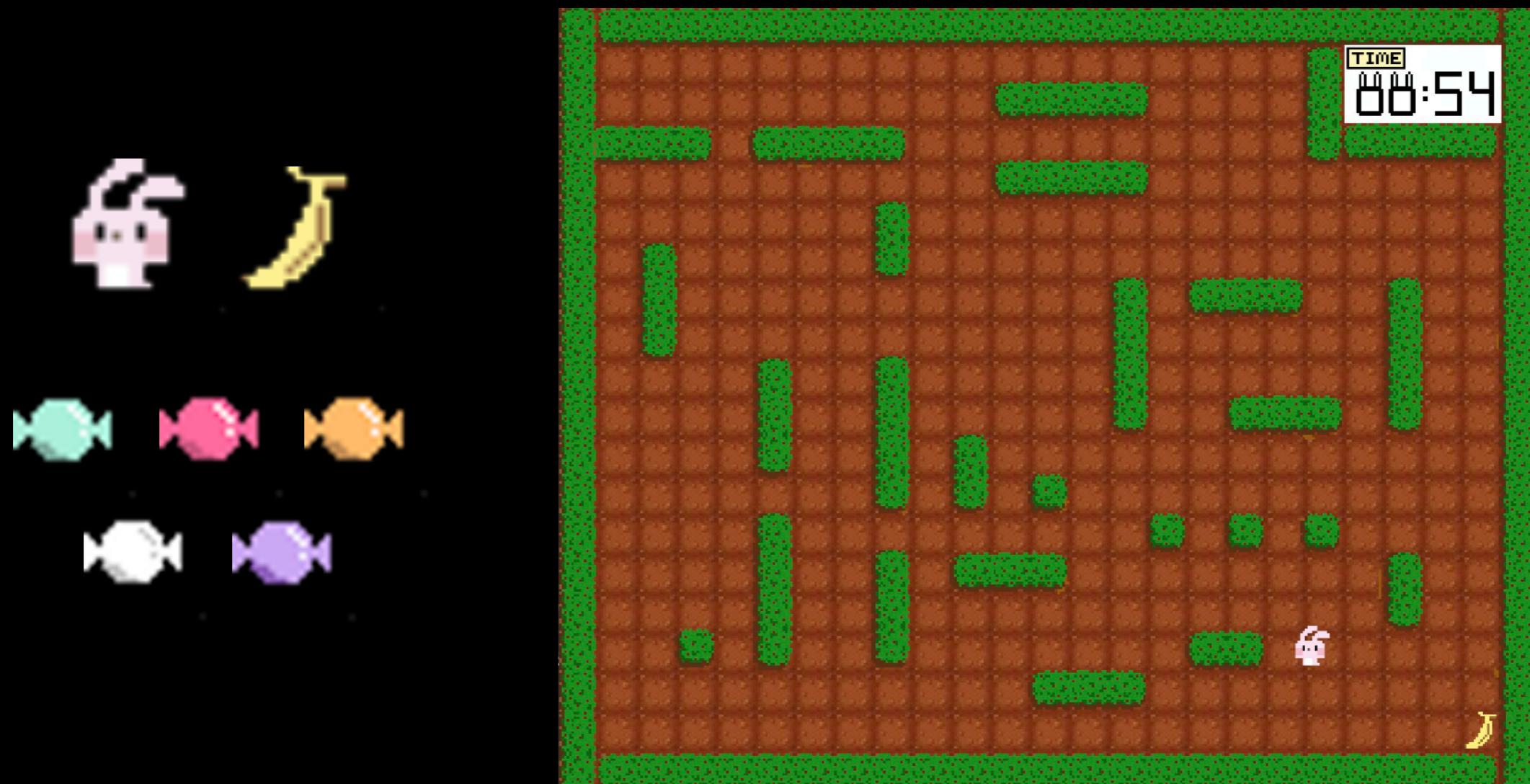


DESKTOP GAME

RABBYBANA THE JUCKER

LET'S PLAY A TAG!

*This is a game that you can play a tag game in just only a few centimetres.
Source & Details: <https://github.com/KamerijJ/RabbyBana-the-juker>*



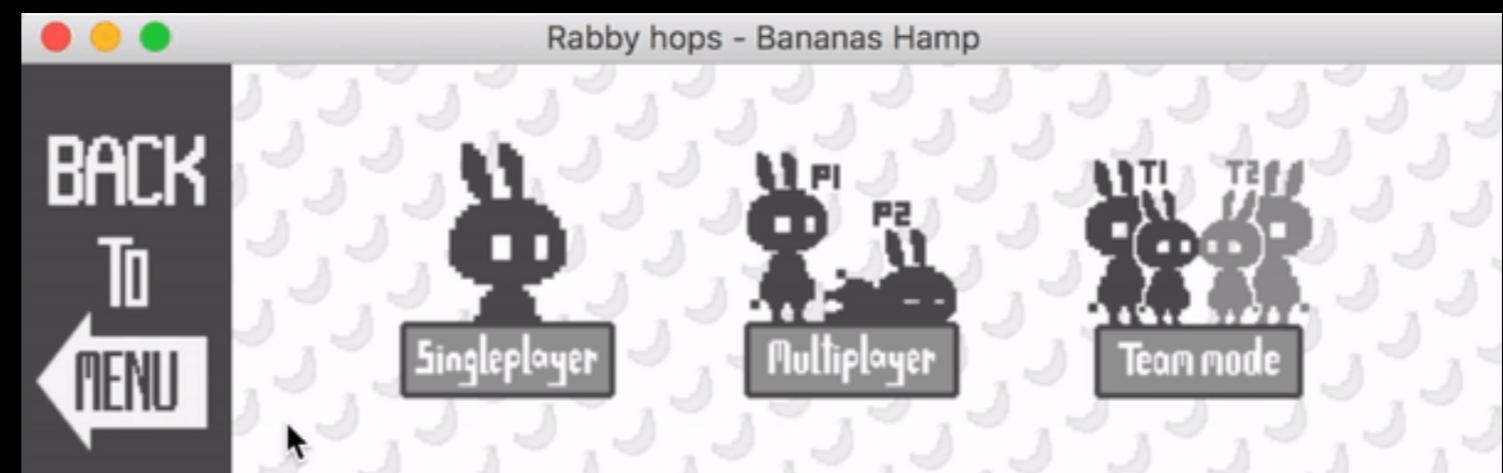
DESKTOP GAME

RABBY HOPS BANANAS HAMP

T-REX CHROME OFFLINE GAME?

When you can play t-rex chrome offline game in multiplayer

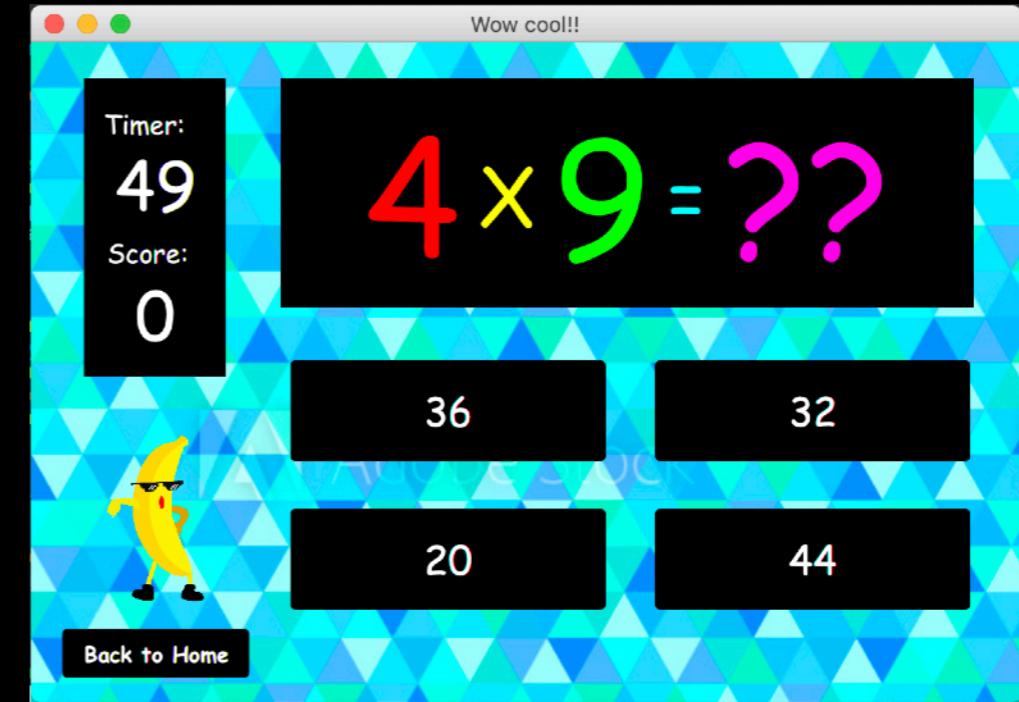
Source & Details: <https://github.com/KameriiJ/RabbyHops-BananasHamp>



DESKTOP GAME WOW COOL

MULTIPLICATION GAME

Increasing enjoyment to a multiplication by using a disco rhythm
Source & Details: https://github.com/KamerijJ/Wow_Cool



GAME EDITOR

KENNY EDITOR

MAKE IT EASY.

You can manage your time better for other features to implement instead of spending the majority of the time designing a 2D map.

Source & Details: <https://github.com/KameriiJ/KennyEditor>

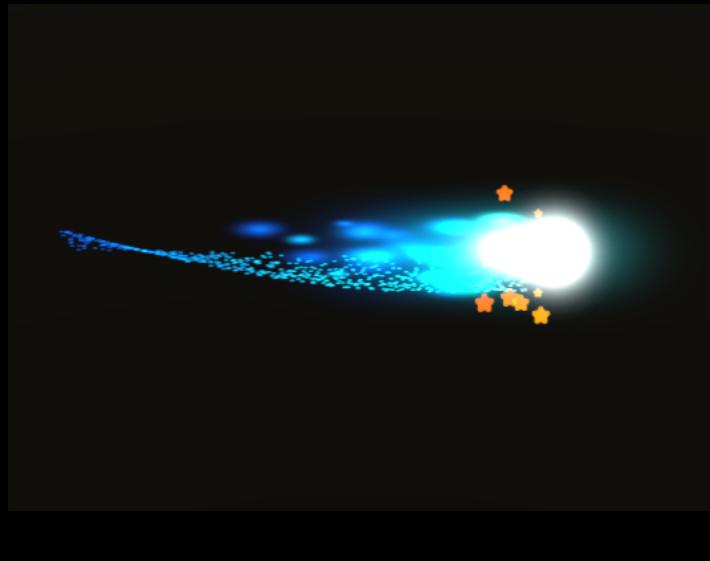


MOBILE GAME ATHENION

VFX ARTIST PART-TIME WORK (Create legendary card effects) @ Zero-bit Co.,ltd

These effects aren't actually used in game. They are effects that I was made for applying for job.

Examples: <https://drive.google.com/open?id=1HleS7BuWIzHY0julKKmlFF2mIJhlvtym>



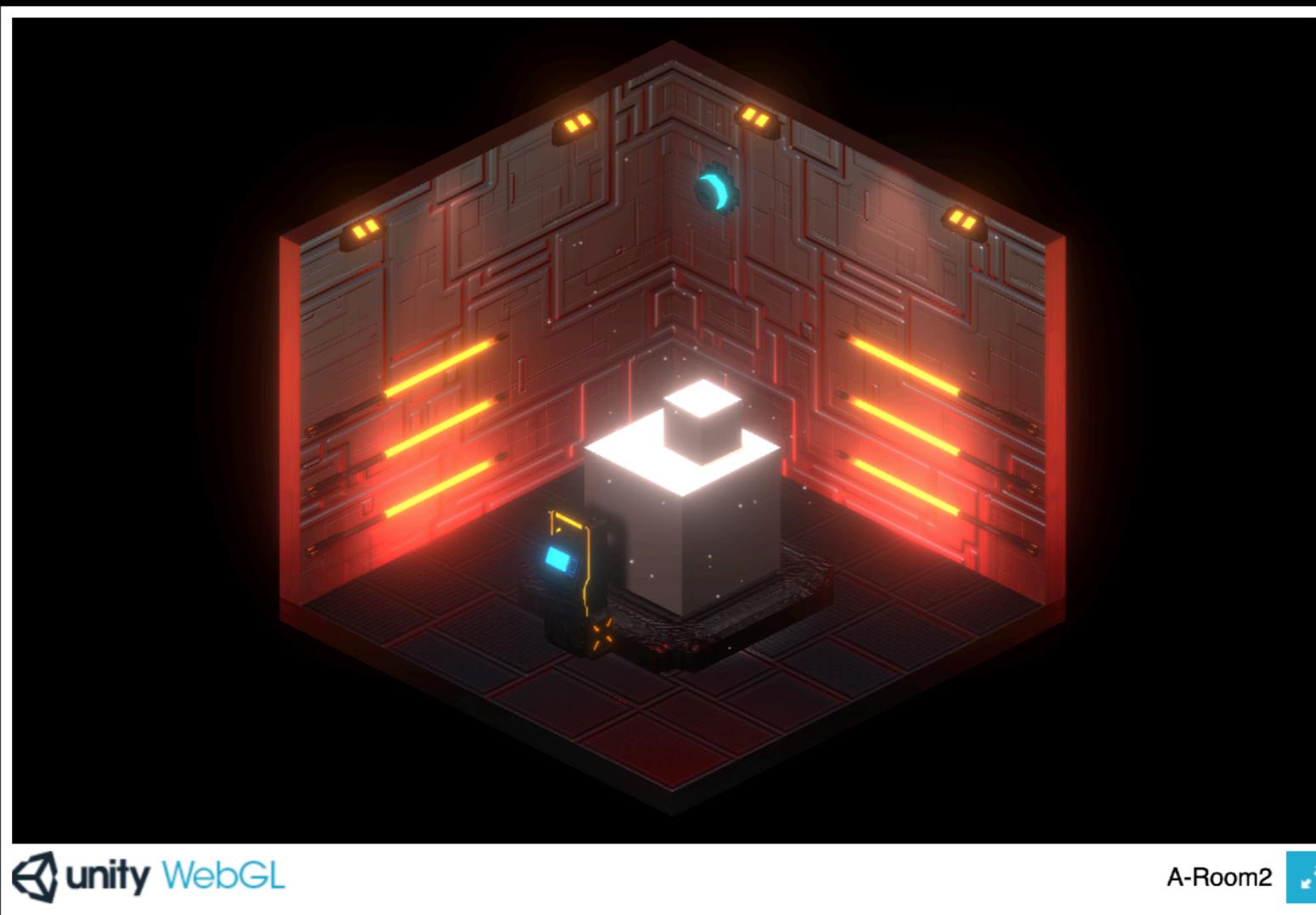
WEBGL GAME

A-ROOM-2/TOFU

Project for Learning about Post-Processing

Press spacebar to jump

Source & Details: <https://github.com/KameriiJ/A-Room-2>

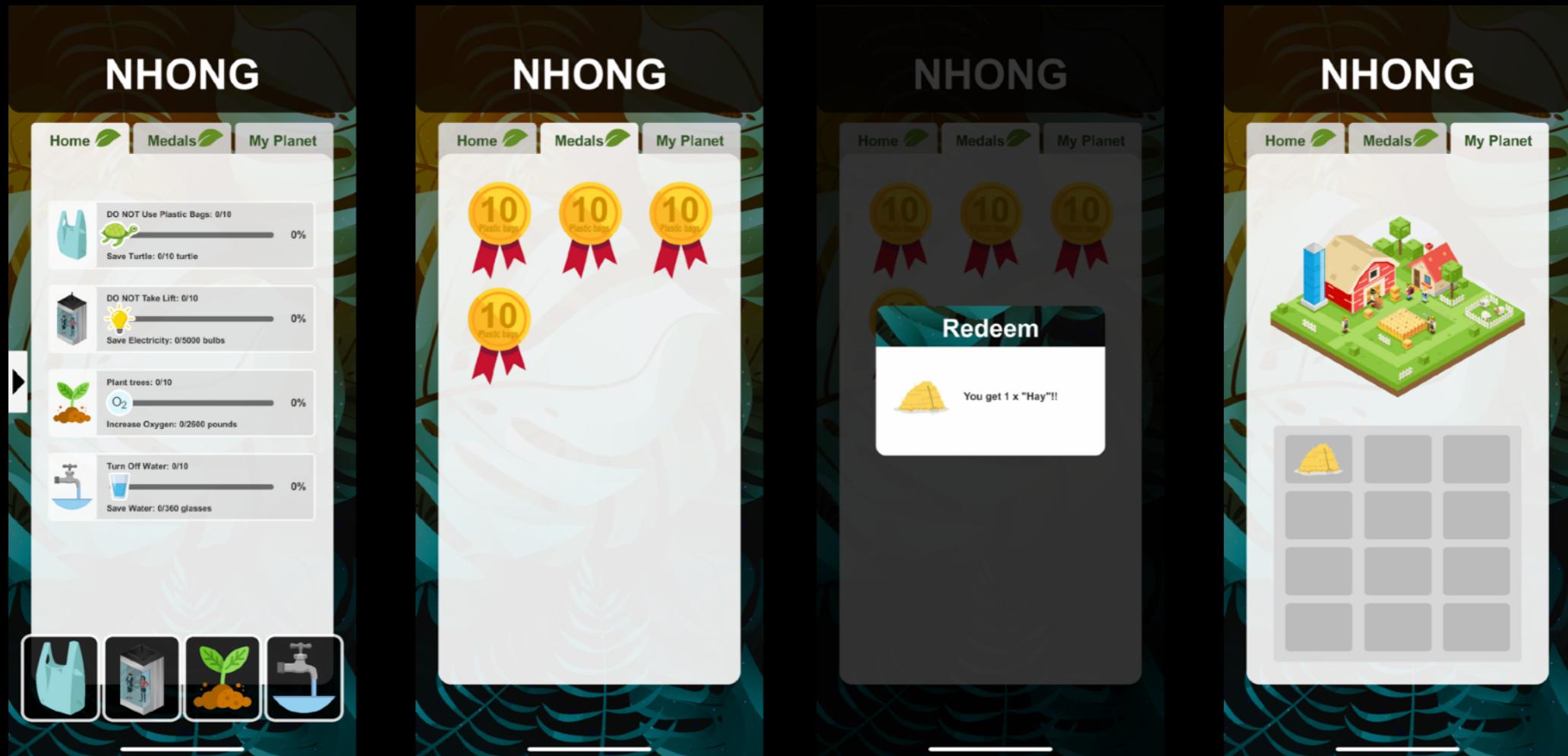


PROTOTYPE NHONG

ENVIRONMENTAL-FRIENDLY APPLICATION PROTOTYPE

Our game designing to solve the problem about how to motivate people act in environmental-friendly.

Report: shorturl.at/hpW67



LECTURER

2D ANIMATION BY UNITY CLASS

LECTURER @KASETSART UNIVERSITY PROJECT

*This project provides senior students to teach on new topics that doesn't have in university classes.
Source & Details: <https://github.com/KameriiJ/AnimationClass>*

