

Hello,
My name is
Hugo Jalenques,
developer and video
game enthusiast.

This Portfolio
gathers some personal
projects I made over
the years.

Please, have a look !

Video games

Jam made with friends in March 2021

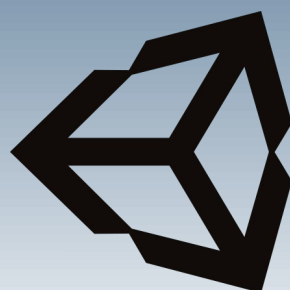
Salade, tomate, oignon

2 developers, 1 sound designer, 1 2D graphist, 48 hours

Jam theme : "A game where you copy-paste restaurant to dominate the market"

Soon available on the Google Play Store

Build restaurants in the different districts of the town, pick up the income, and dominate the market like a true investor !



unity

Jam made with friends in January 2021

Untitled game

3 developers, 1 sound designer, 48 hours

Jam theme : "Control more than one"

<https://github.com/HugoJalenques/Jam21Release>

Control an army of monsters to defeat a boss. Summon monsters with cards and manage your resource until you strike the final blow.



Developing story: A great experience where teamwork was key. We implemented several managers and a system of communication between them and the different game entities that were easy to expand throughout the development of the game.



Jamming Assembly 2019 (Campus University of Bordeaux)

Untitled game

2 developers, 48 hours

Jam theme : "Spacious"

The player incarnates the will of the forest. His goal is to let it expand and protect the forest's sprouts from lumberjacks, using the power of nature.



SFML

Academic projects

