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 !

Jam made with friends in January 2021

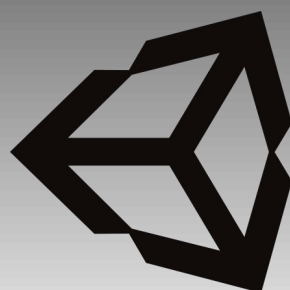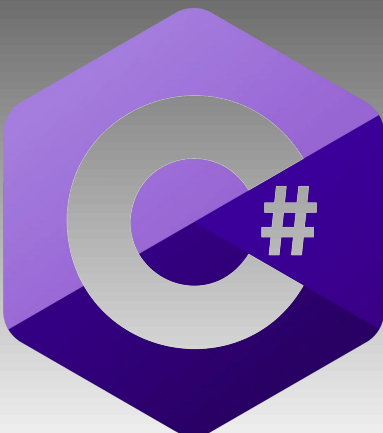**Untitled game**
3 developers, 1 sound designer, 48 hours
Jam theme : "Control more than one"
https://github.com/HugoJalenques/Jam21Release

```
Control an army of monsters to defeat a
boss.  Summon  monsters  with  cards  and
manage  your  resource  until  you  strike
the final blow.
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<u>Developing story:</u> 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.

C++ SFML