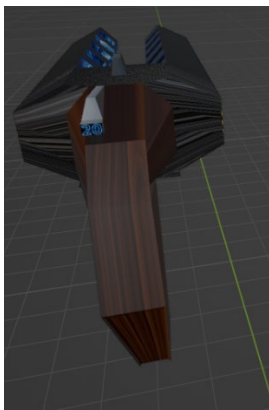
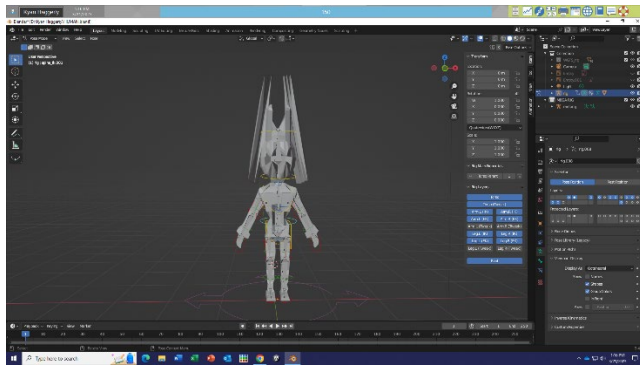


This game, sunken nightmares was a great game to make with my teammate we all got a long very well, we all had some complications during the end, but it made me realize the flaws we had as a team and what we could improve on in the near future. The art, oh my in thought I became Mozart with the first level, it was amazing how it looks like actual flowing water it was amazing.

My very first game I made was no masterpiece, but I was proud of it, and I was the only one who completed it fully when given extra time. It is nothing compared to what I have made now but its my first game it will never compare to what I have made and what I will make in the future but it's a reward looking back and reminding myself of where I started.



This is what I call a Handrail which is a weapon I made for a project for TriTech. The idea around it was a handheld railgun and I wanted to have a hero dual wielding the weapons because I always imagined it and I can't wait to make it happen in the future.



This was a creature I made, and the idea around was to make something that defines all logic and something that is very disgusting and creepy. To say I'm proud is an understatement I am over static, and I wish I could sell this for a million dollars but its priceless.



This is my pc build in unity. I wanted to make a keyboard with all the buttons on it and how I did that was I copy and pasted 9 objects in line, and I moved them down and rinse and repeat. And for the pc bank I made parts inside the pc to make it look like it was a pc. The monitor was a pic I took and added it as a screen for it to look realistic.



this is a double barrel shotgun and I wanted to make this gun and I wanted to be very realistic, but I am not very sure how to yet but soon I will be soon.