

Fish

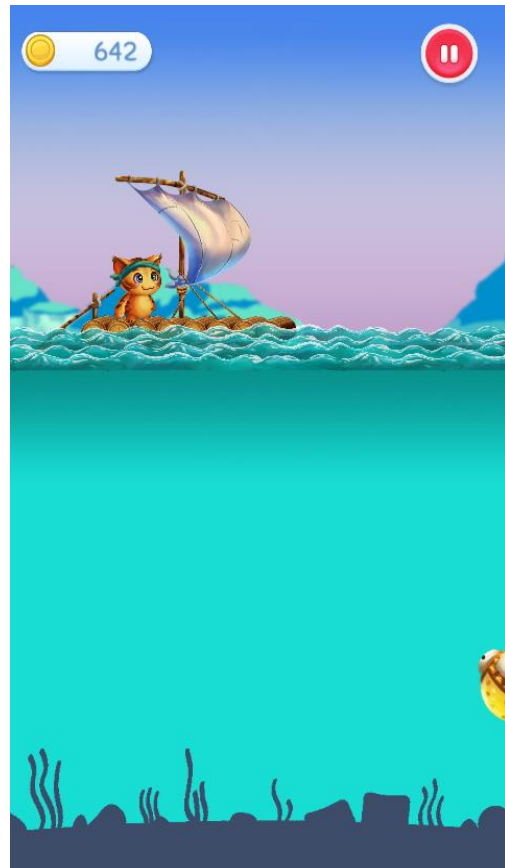
Unity Project

Made in C#

Internship project

Fish is a cell phone game where you try to swipe « fruitfish » in the raft. If you miss a fish, you die but you can try to dunk it and save your life. Make score and beat your friend.

On this project I worked on UI, game mode, option, on save manager, score fish manager and on debug phase.



CircleLider

Unity Project

Made in C#

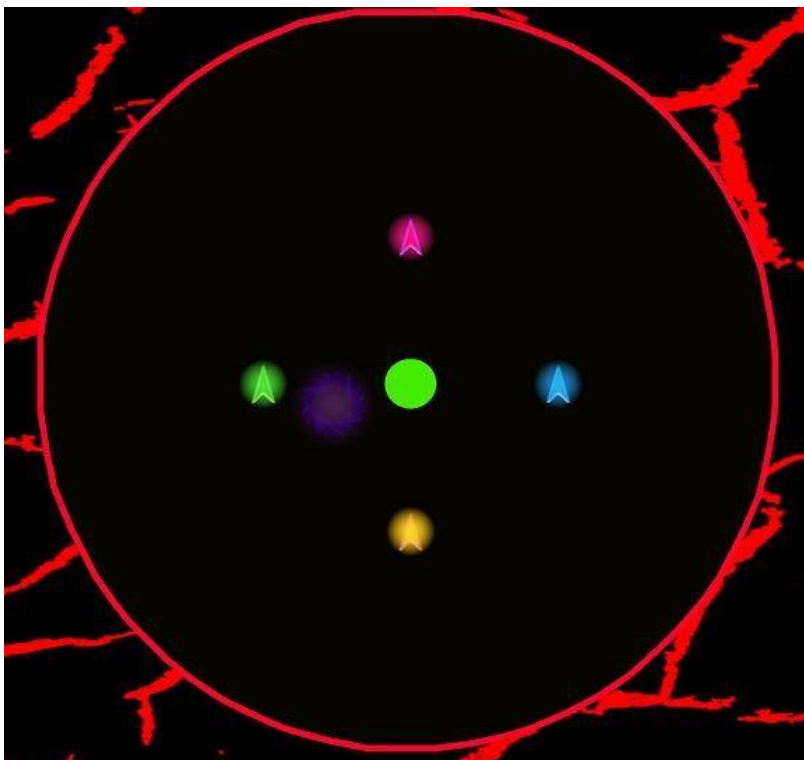
Playable on arcade device

Multiplayer

48h around

A 4 multiplayer game where you need to charge the other ship and push them in* black hole*. If you control the green circle, you do damage to other ship. Last one alive will win.

This project was made as a team of four. It was our pixel challenge in 2017. My main job was team management, merging every part together. I worked too on multiplayer and map management.



Fairy Path

Unreal Project

Made in Blue print

100 h around

In a crazy beat them up world you need to fight to progress and win the game. This project was made in Unreal 4 to learn what is blue print and the power of a C++ engine.

In this project, I made trap who only damages the main player, a basic IA for my monster and a camera management to control my beat them up camera type.



Astéroïde

Android Studio Project

Made in java

16h around

You need to destroy asteroids with finger touch laser to protect the earth.

This is a project where my teacher gave me a tactile script and asked me to make a game with it. I made a life bar, a score based on asteroid corner, Asteroids management and the laser.

