Side projects:

I love building side projects that let me experiment, learn, and just have fun with code and design. From games to real-time web apps, these projects reflect my curiosity for interactive experiences and my habit of designing things end-to-end—from logic to visuals.

Moon of Doom is a JavaScript-based arcade shooter inspired by Rick and Morty, where you play as Jan Michael Vincent blasting intergalactic bugs. It's built using PhaserJS for game physics, and I designed all the visual assets in Figma. This project was a fun deep dive into game loops, animations, and browser-based game development.

Webbcast is a no-signup livestreaming platform that lets you go live instantly and stream to an audience with zero friction. Built with React, Node.js, Socket.io, and WebRTC, it focuses on real-time communication and simplicity. I also designed all the UI assets in Figma, keeping the experience clean and approachable.

My **old portfolio** is where a lot of my visual and interaction ideas first came to life. Built with React and designed entirely in Figma, it carries early versions of the theme and style that evolved into my current site—just in a more 2D form.

And of course, this list isn't done yet. I'm always tinkering, learning, and building—so expect more projects to show up here as the adventure continues 🚀