

# GAME DEVELOPMENT PORTFOLIO

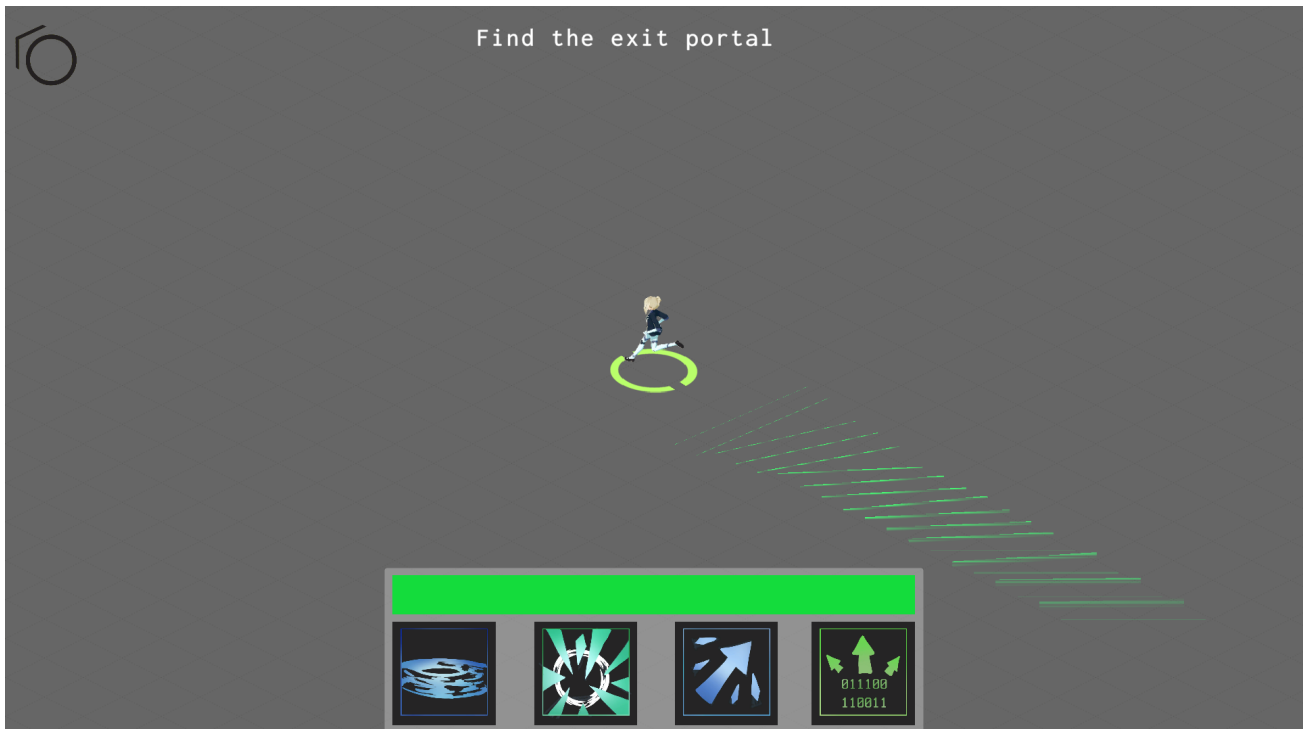
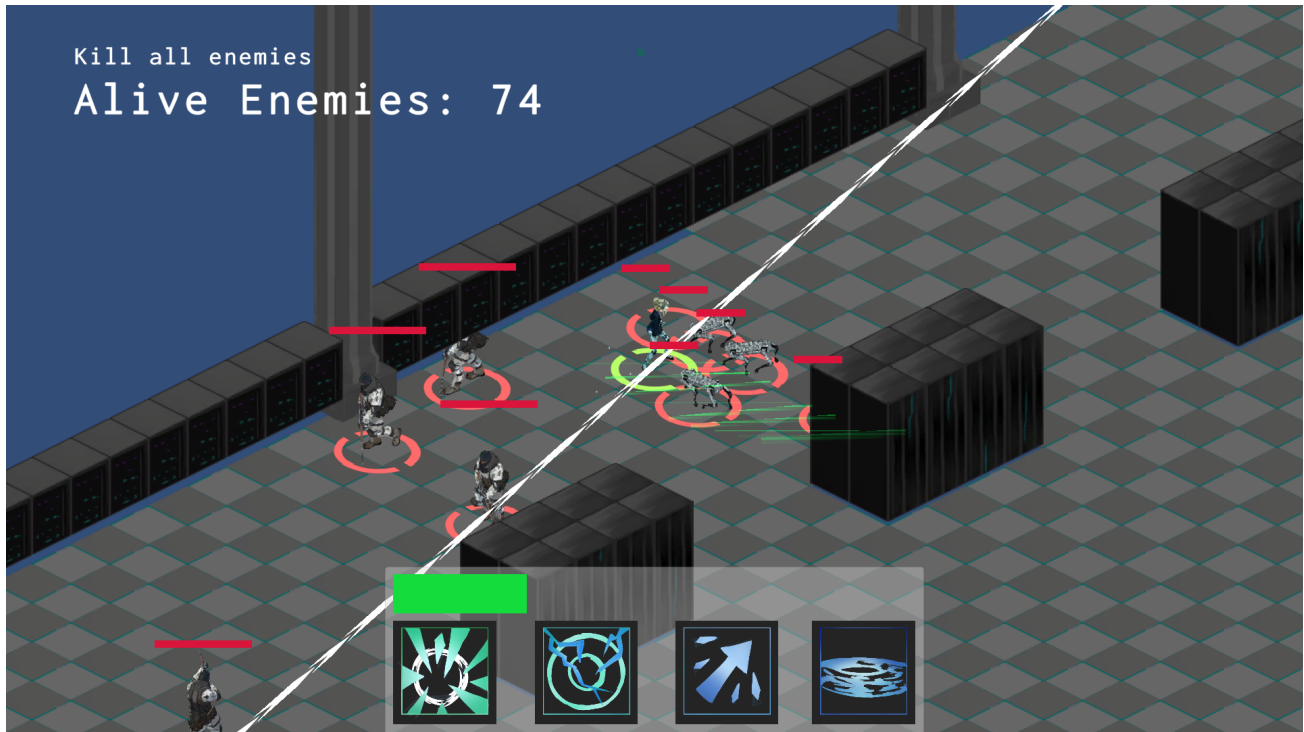
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## ***Metaverse: Emotion is a Bug*** – 2021, Unity Game Engine, UI Programmer

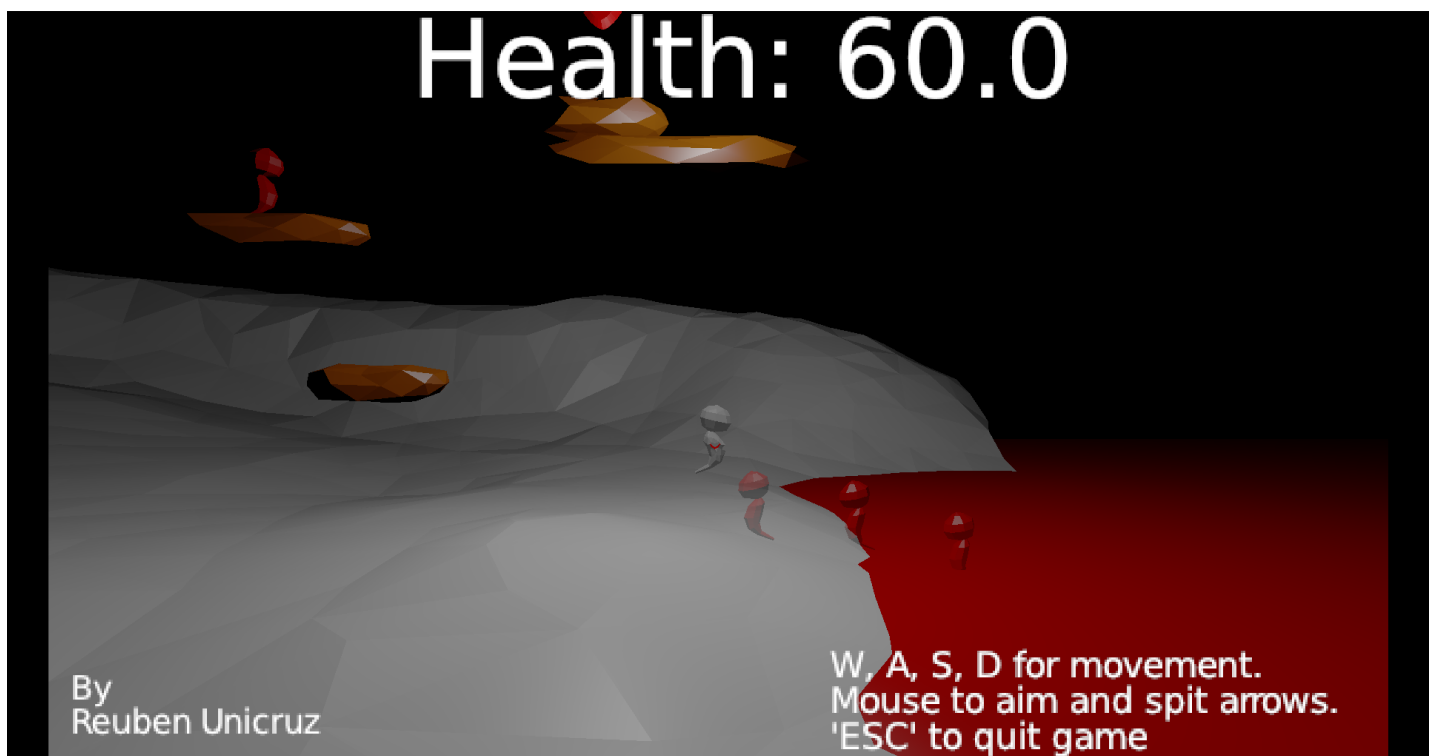
Programmed the player action bar (including the health bar and ability buttons), waypoint, and enemy health bars.



***Sheol*** – 2014, Blender Game Engine, Solo Developer

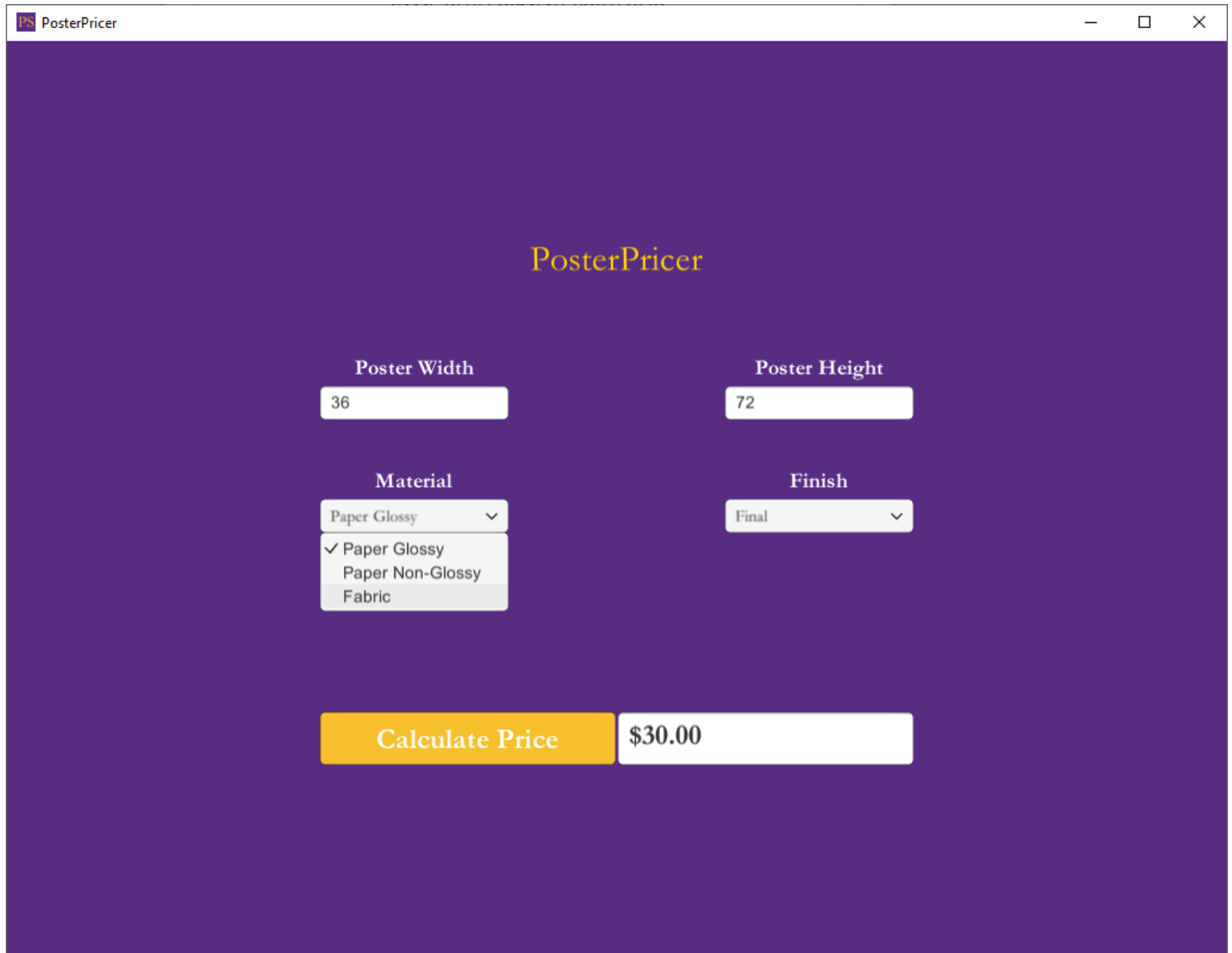
Designed, 3-D Modeled, and Programmed the entire game from scratch as for my high school senior project. There is only one semi-procedurally generated level that has platforms that have random sizes and positions that is set after every successful win state (when the player touches the Heart and restarts the level).

The story is about a boy stuck in the hell of sheol, where he must find his missing heart whilst fighting other children also stuck with him in the Lake of Blood.



## **Poster Pricer** – 2020, Unity Game Engine, Solo App Developer

Designed and programmed this app for my previous poster printing student job for East Carolina University. I developed this to make it easier for other students and I to calculate the different prices for different-sized posters. I gave this app to my supervisor so that he can install it in the office computer for others to use.



PosterPricer

Poster Width: 36

Poster Height: 72

Material: Paper Glossy (selected), Paper Non-Glossy, Fabric

Finish: Final (selected)

Calculate Price: \$30.00