

Roles:

Nathan - Producer: My name is Nathan Yang, and I serve as the producer within our team. For the better part of the last 2-3 years, I have spent time learning about computers and coding as someone with zero background experience. While it wouldn't be accurate to say that I am a flawless programmer or game designer, I do understand what it takes to make a great project. I may not be the most experienced on the technical aspect, but I am able to provide a great deal of direction and organization to the workflow.

I have a large sum of experience in experimenting with different methods of organization and prioritization when it comes to deadlines. I understand the importance of discipline and time management, especially when it comes to larger projects. Coupled with my exceptionally talented team, I believe that we can bring our passion project to life for all to enjoy.

Stephon - Artist: I have been a lifelong artist, both self-taught and as a major in high school. I have extensive experience in traditional drawing and painting, 2d digital, and 3d modeling/sculpting. I have two small games made in unreal engine under my belt, where I made all the assets from the player models, enemies, ui, animations, etc.

Jacob - Designer: As someone adept in many fields, I can serve best at the intersection where they all meet. I code primarily in assembly and am fluent in C. I can also create 3D visual assets, make music and sound effects, and manage repositories and scheduling. Serving in the intersection of all these roles, I can discern where the limits of their abilities lie, and plan out a core game experience that best adheres to the strengths of the team.

In addition, with a great understanding of game mechanics from tinkering with games via my hobby of game modding, I have intricate knowledge of the internal mechanics of games and their implementations, allowing me to issue proper guidance on implementations of respective mechanics for our own game.

Shrijan - Programmer: I am an adept programmer who has taken classes in Intro to AI, Machine Learning, Software Engineering, and many more 3-4000 level courses. I have experience with writing and debugging GML code, with a background in Java, Python, and a little bit of C. I have successfully collaborated with group members in my past classes, so collaborating with group members is one of my strengths. I will mix my problem-solving skills and creativity to transform the designer's ideas to reality.

