

Previous Experience with game development

(Newer to older)

Pass the Gas:

Idle/Tycoon

Group Project (in 2022) - in development

Being made with Unity to finish Oulu Game Lab Concept and Demo Creation disciplines at [OAMK](https://oamk.fi/)

[Game Trailer](#)

Role: Technical Artist



*Game image

Tom's venture – Asteroids:

Arcade

Individual Project (in 2021)

Made with Unity to finish Fundamentals of Game Development discipline at [LUT University](#)

[Tom's venture Asteroid Browser](#)

[Tom's venture PC Build](#)

Role: All



*Game image

RETRO TANK SHOOTER:

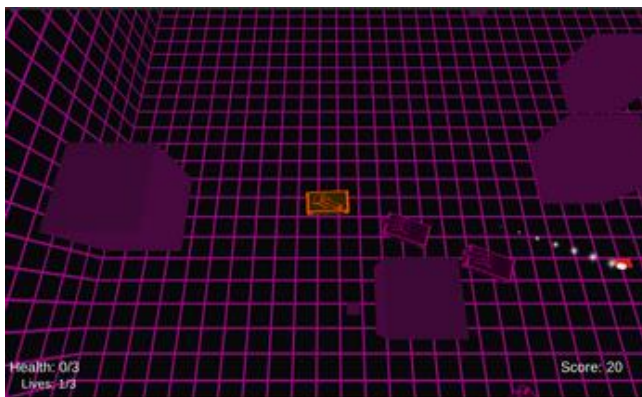
Top-down Shooter

Individual Project (in 2021)

Made with Unity to finish Introduction to Game Development with Unity discipline at [LUT University](#)

[Retro tank shooter Browser](#)

Role: All



*Game image

Frogger Clone Game:

Arcade

Individual Project (in 2021)

Made with JS to finish Object-Oriented Programming discipline at [OAMK](#)

Role: All



*Game image

Alien Invaders Remake:

Arcade

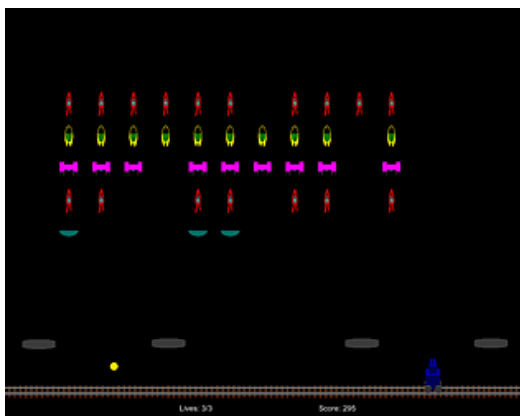
Individual Project (in 2021)

Made with Unity as project to [Fellowship of the Game](#) extension group (University of São Paulo)

[Alien Invaders Remake Browser](#)

[Alien Invaders Remake PC Build](#)

Role: All



*Game image

PLATA!TA!TA! FORMA:

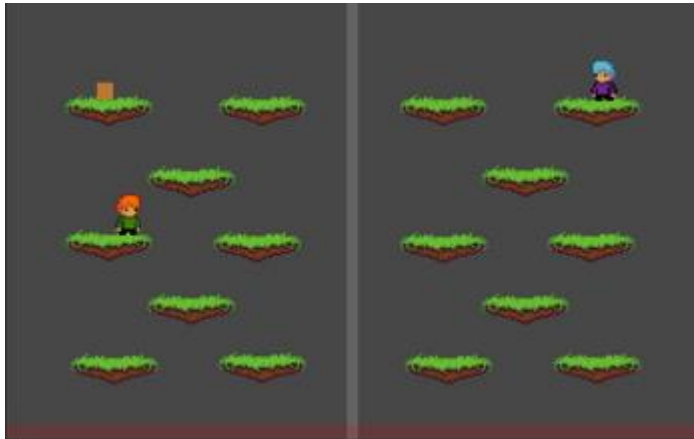
Platform/Brawl

Group Project (in 2021)

Made with Unity as project to [Fellowship of the Game](#) extension group (University of São Paulo)

[PlaTA!TA!TA!forma Browser](#)

Role: Programmer/UI



*Game image

MineField Walker Game:

CLI/Text-based Game

Individual Project (in 2020)

Made with JavaScript to finish Introduction to Programming discipline at [OAMK](#)

[Github Codes](#)

Role: All

```
Welcome to - Mine Field Walker Game!
Don't ask how and don't ask why but you are inside a minefield!
Type f to walk front
Type r to walk right
Type l to walk left
Press x to exit
Reach the exit E to win the game! Or die trying...

Y Y Y Y Y Y Y
Y ~ ~ O ~ ~ Y
Y ~ ~ ~ ~ Y
Y ~ ~ ~ ~ Y
Y ~ ~ ~ ~ Y
Y ~ ~ ~ ~ Y
Y ~ ~ ~ ~ Y
Y ~ ~ ~ ~ Y
Y ~ ~ ~ ~ Y
Y ~ ~ ~ ~ Y
Y ~ ~ E ~ ~ Y
Y Y Y Y Y Y Y
```

*Game image

Scout Boy – Prototype

Infinite Runner

Individual Project (in 2020)

Made with Construct2 as project to [Senac](#) game development technical course

[Scout Boy Browser](#)

[Video Walk-Through](#)

Role: All



*Game image

Scout Boy – Concept

Platform/Infinite Runner

Individual Project (in 2019)

Made with Construct2 as project to [Senac](#) game development technical course

[Scout Boy Concept Browser](#)

[Video Walk-Through](#)

Role: All



*Game image

Previous Experience with web development

(Newer to older)

Spare Parts Controller

App

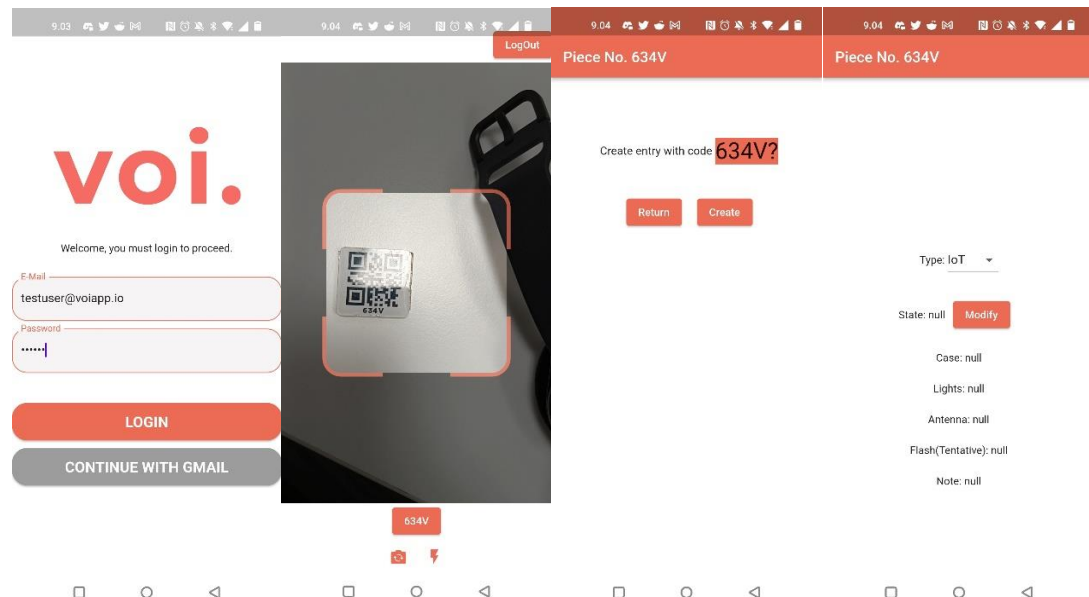
Individual Project (in 2022)

Made with Flutter/Dart to finish Mobile Project discipline at [OAMK](#)

[Spare Parts Controller Code](#)

[APP VIDEO](#)

Role: All



*App images

Flutter APP

App

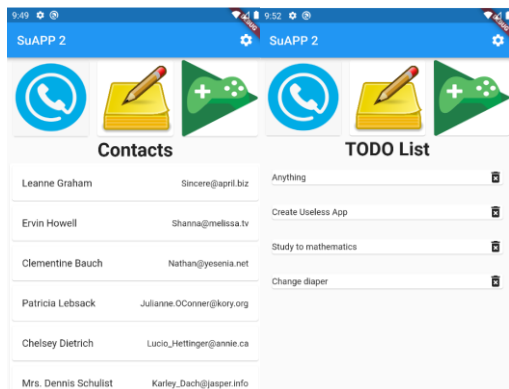
Individual Project (in 2022)

Made with Flutter/Dart to finish web-and hybrid technologies in mobile programming discipline at

[OAMK](#)

[Link to the Code](#)

Role: All



*App images (Fetching information from local and cloud storage)

Kotlin APP

App

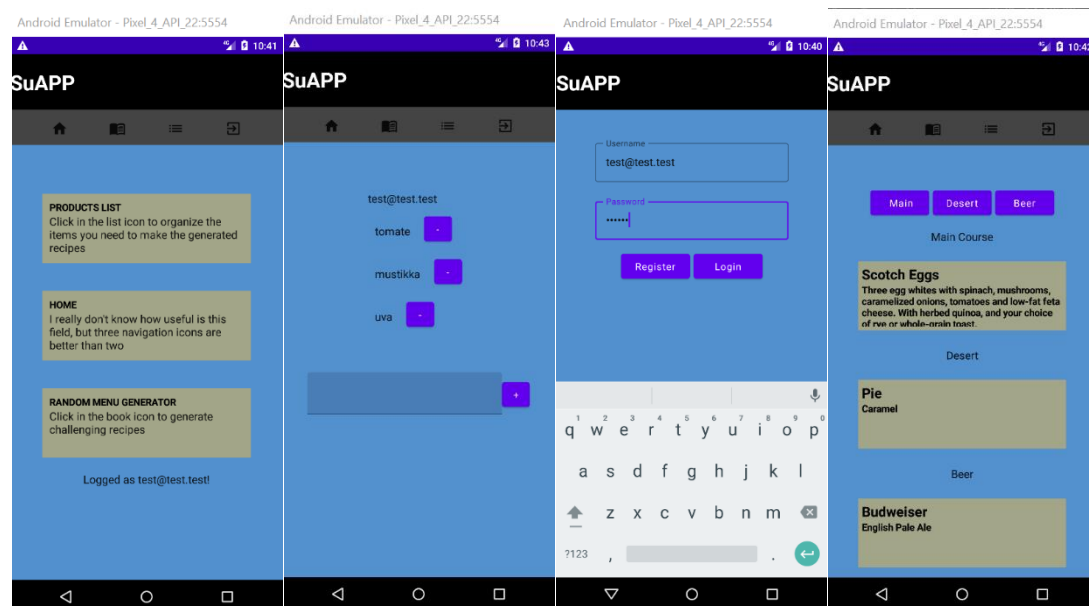
Individual Project (in 2022)

Made with Android Studio/Kotlin to finish web programming with native technologies discipline at [OAMK](#)

[Link to the Code](#)

[APP Documentation](#)

Role: All



*App images (User login, fetching information from cloud storage and from API)

Express Food

Web-service

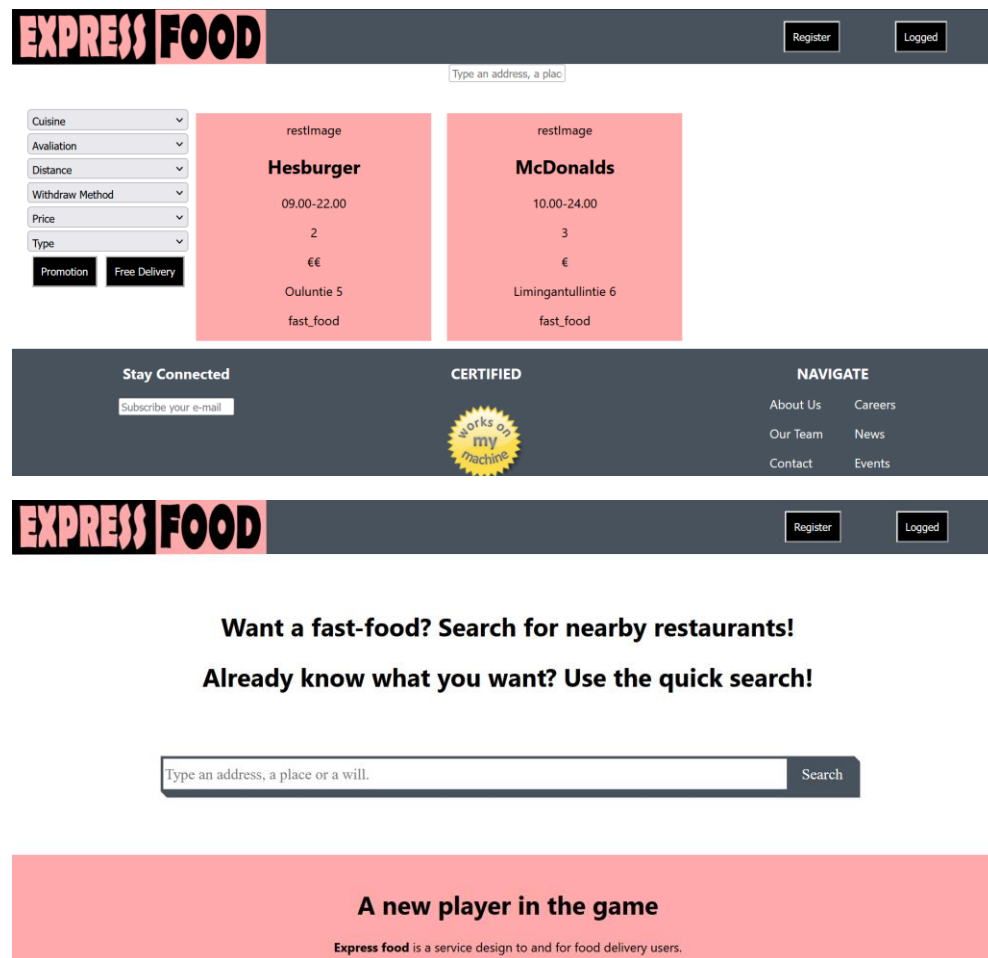
Group Project (in 2021)

Made with React.js and Spring Boot to finish Advanced Web-Development Project discipline at [OAMK](#)

[Link to the Code](#)

[Website deployment](#)

Role: Mostly Front-end



*App images

Stonks

Website

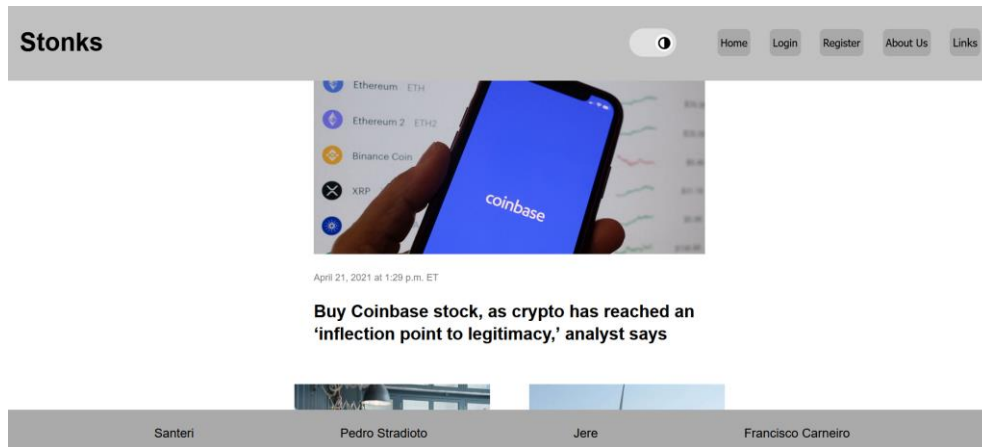
Group Project (in 2021)

Made with React.js and SQL to finish Web Programming Project discipline at [OAMK](#)

[Link to the Code](#)

[Website deployment](#)

Role: Mostly Front-end



*App image

Boots Shop

Static Website

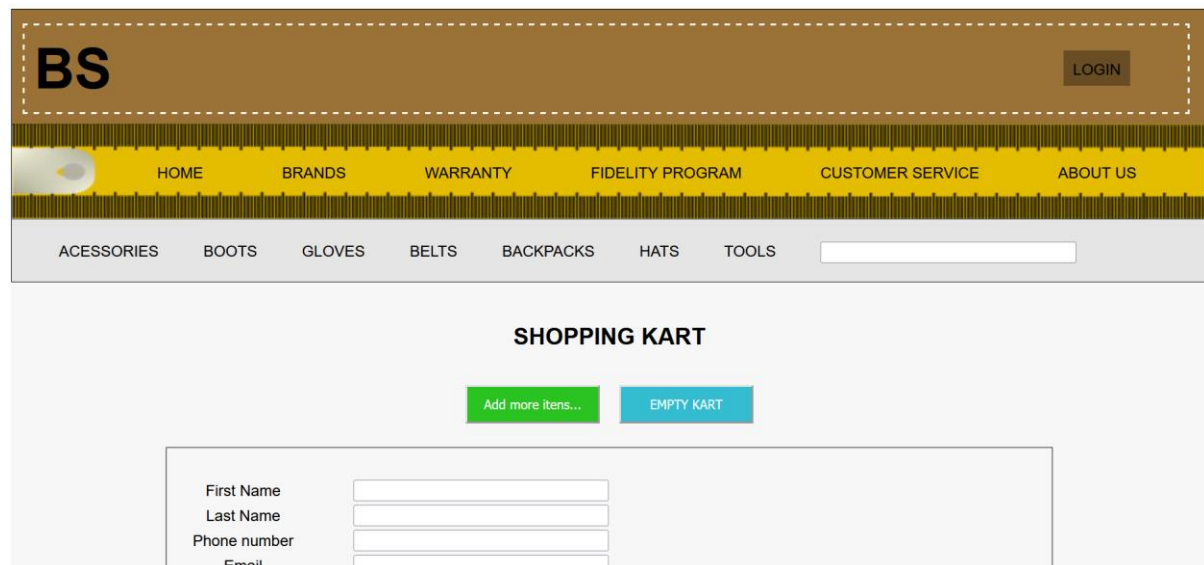
Group Project (in 2020)

Made with HTML and CSS to finish HTML and CSS Project discipline at [OAMK](#)

[Link to the Code](#)

[Website deployment](#)

Role: HTML/CSS



*App image