

Previous Experience with game development

(Newer to older)

VR Project:

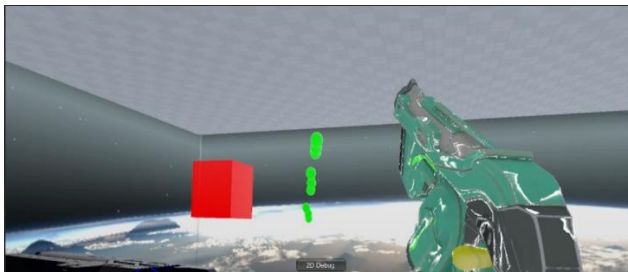
VR/Shooter

Individual Project (in 2023)

Being made with Unity and HTC Vive VR Pro to finish Company-oriented product I discipline at OAMK

[GitHub codes](#)

Role: All



*VR Game image

Pass the Gas:

Idle/Tycoon

Group Project (in 2022) - Released

Being made with Unity to finish Oulu Game Lab Concept and Demo Creation disciplines at OAMK

[Game \(Google play\)](#)

Role: Collaborator (UI programming, Technical Artist, Concept, Test)



*Game image

Tom's venture–Asteroids:

Arcade

Individual Project (in 2021)

Made with Unity to finish Fundamentals of Game Development discipline at LUT

[Tom's venture Asteroid Browser](#)

Role: All



*Game image

RETRO TANK SHOOTER:

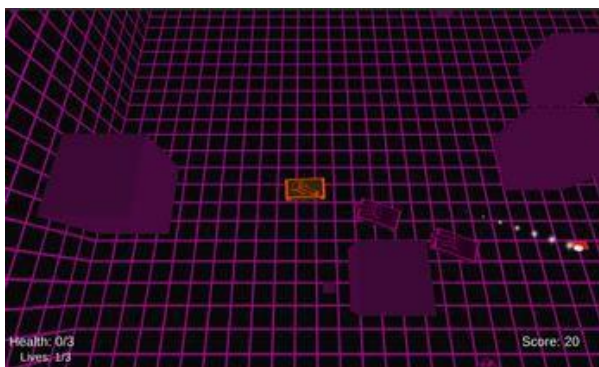
Top-down Shooter

Individual Project (in 2021)

Made with Unity to finish Introduction to Game Development with Unity discipline at LUT

[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

[Frogger Clone](#)

Role: All



*Game image

Alien Invaders Remake:

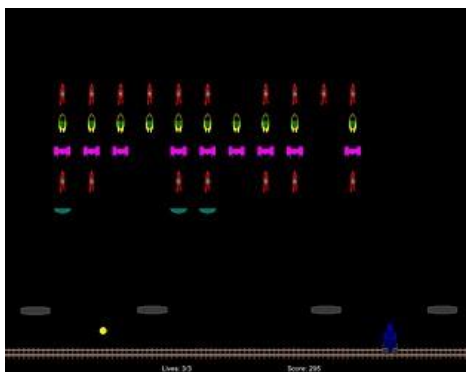
Arcade

Individual Project (in 2021)

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

[Alien Invaders Remake Browser](#)

Role: All



*Game image

PLATA!TA!TA! FORMA:

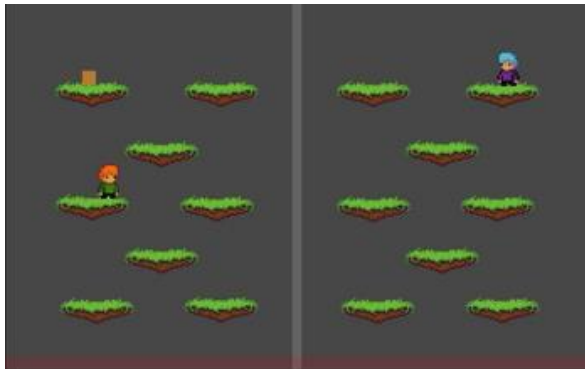
Platform/Brawl

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 " " " " " 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)

Desk help webservice prototype:

Web

Individual Project (in 2024)

Made with React.JS and Firestore to finish Company-Oriented

Product II discipline at OAMK

[GitHub Codes](#)

Role: Front-End and Back-end

The image displays two screenshots of a web application named 'Hjälpalätt'.

Top Screenshot: Opened Support Tickets

- Header:** Hjälpalätt
- Left Sidebar:**
 - Home
 - Opened Tickets
 - Solved Tickets
 - [log-in information]
 - Name: ItGuy
 - Position: Obviously, IT
 - Employee Number: 555-555-55
 - Emergency Support: 555-555-55
 - Logout
- Main Content:**
 - Opened Support Tickets**
 - User Profile:**
 - Email: Cesar
 - Workplace: Marketing
 - Nature of Contact: technicalproblem
 - Severity: minorfix
 - Description: Wrong tittle in system.(Not updated)
 - Buttons: Open Chat | Resolved
 - Form Section:**
 - Enter credentials
 - Email input
 - Password input
 - Buttons: LOGIN, REGISTER
 - Link: Forget Password? Reset here

Bottom Screenshot: Fill in query

- Header:** Hjälpalätt
- Left Sidebar:**
 - FAQ
 - Open Support Ticket
 - Opened Tickets
 - [log-in information]
 - Name: Anyone
 - Position: Any Place
 - Employee Number: Any number
 - Emergency Support: 55-555-55
 - Logout
- Main Content:**
 - Fill in query**
 - Form fields: Email, Workplace, Nature of contact (dropdown), Severity (dropdown), and a text input area.
 - Buttons: SUBMIT
- Footer:** <https://github.com/Stradioto>

UWB Tracker Data Visualization:

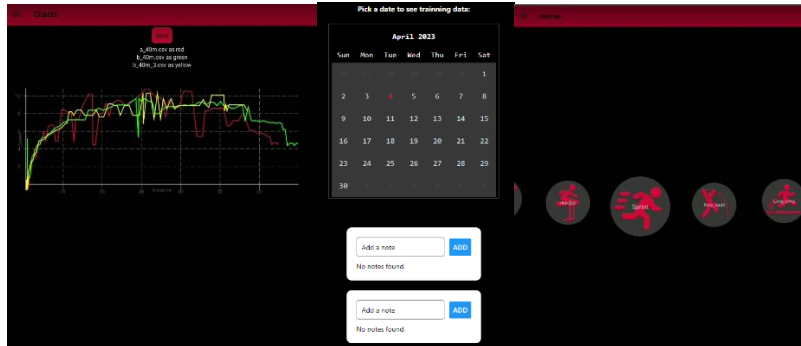
App

Group Project (in 2023)

Made with Typescript and Python to finish Company-Oriented
Product I discipline at OAMK

[GitHub Codes](#)

Role: Front-End



Spare Parts Controller:

App

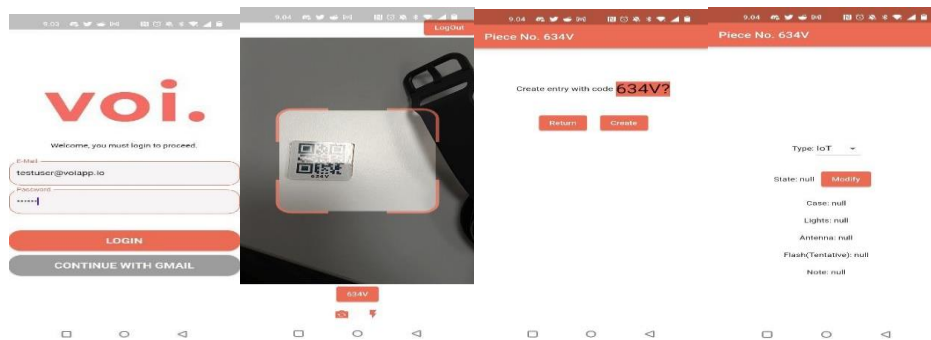
Individual Project (in 2022)

Made with Flutter/Dart to finish Mobile Project discipline at OAMK

[Spare Parts Controller Code](#)

[APP VIDEO](#)

Role: All



*App image

Flutter APP:

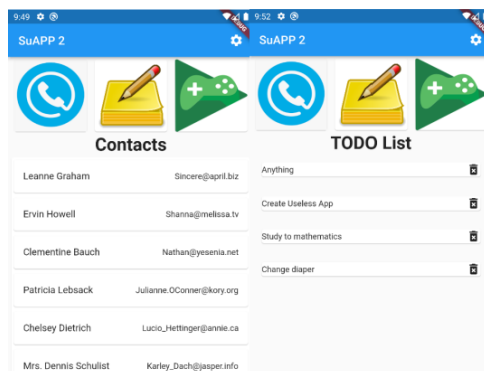
App

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

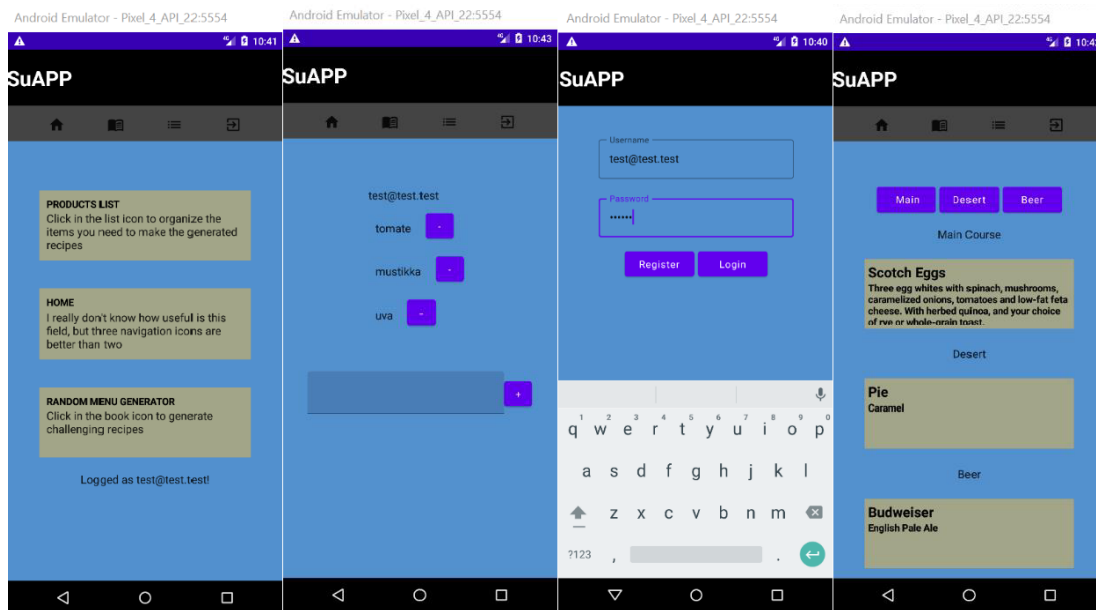
Individual Project (in 2022)

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:

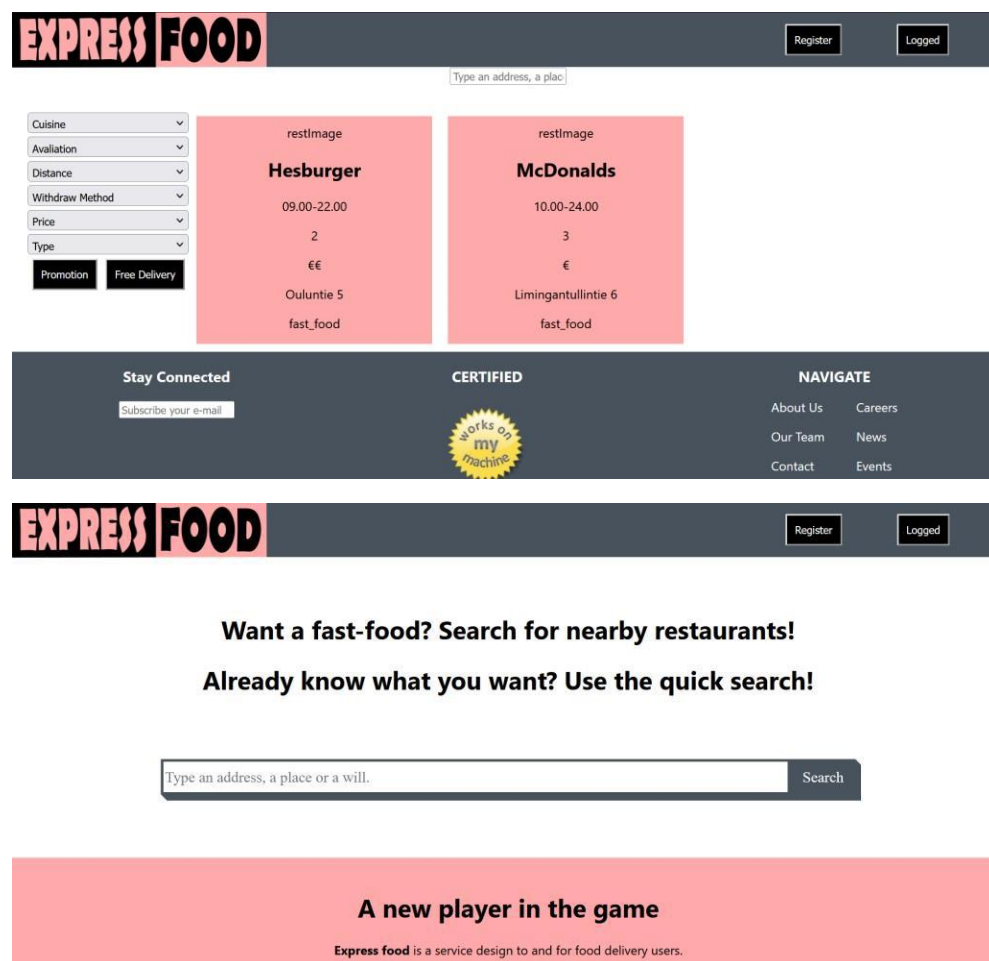
Web-service

Group Project (in 2021)

Made with React.js and Spring Boot to finish Advanced Web-Development Project discipline at OAMK

[Link to the Code](#)

Role: Mostly Front-end



*App images

Stonks:

Website

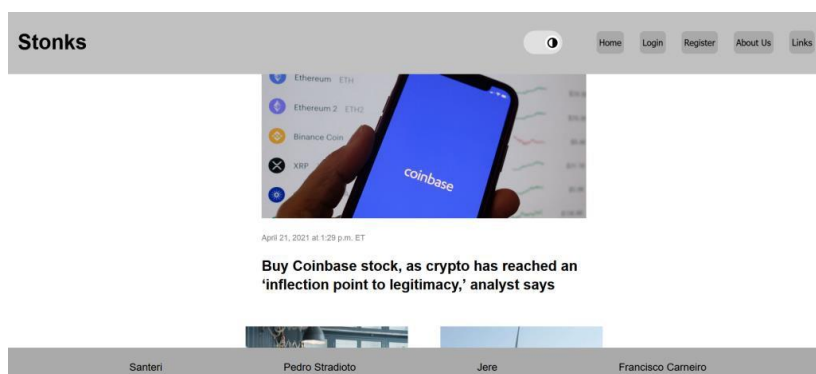
Group Project (in 2021)

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

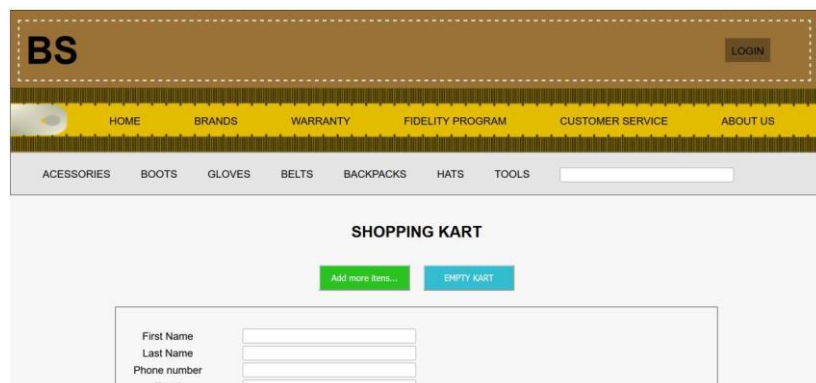
Group Project (in 2020)

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

