Previous Experience with game development

(Newer to older)

Pass the Gas:

Iddle/Tyccon

Group Project (in 2022) - in development

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

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 at LUT University

Tom´s venture Asteroid Browser
Tom´s venture PC Build

Role: All

*Game image

RETRO TANK SHOOTER:

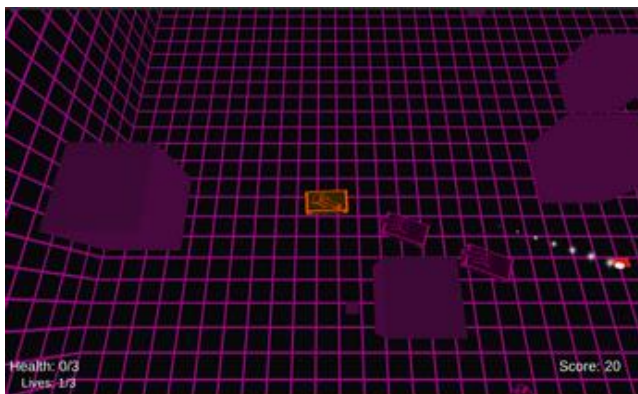Top-down Shooter

Individual Project (in 2021)

Made with Unity to finish Introduction to Game Development with Unity 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 at OAMK
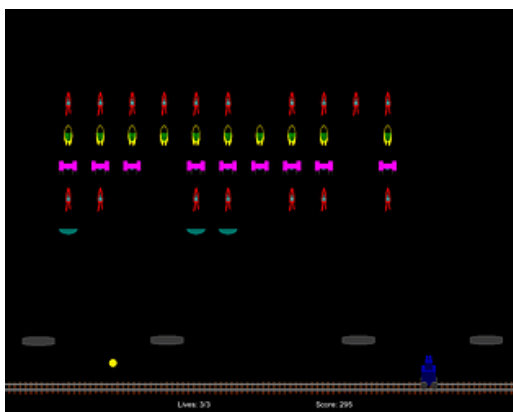
Role: All

*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
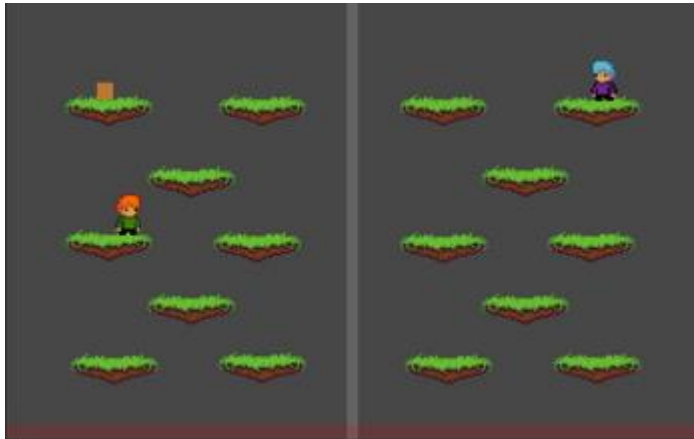

*Game image

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 at [OAMK](#)

[Github Codes](#)

Role: All

*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