

The background is a dark green field with several overlapping, semi-transparent green geometric shapes. These shapes include rectangles and rounded rectangles, some of which are oriented diagonally, creating a dynamic, layered effect.

# TOM GRZEMBKE PORTFOLIO

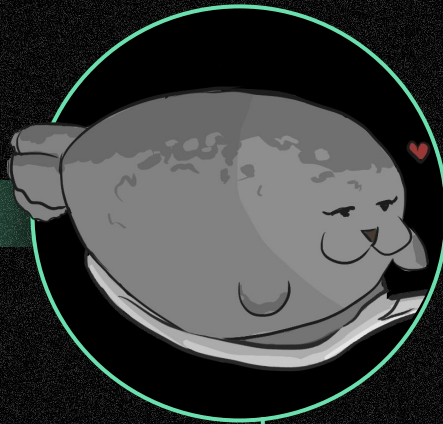
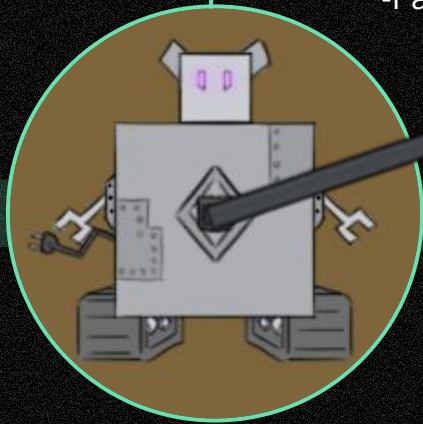
A showcase of what I've worked on  
and what my tasks were



# PROJECT TIMELINE

## Shapes 'n Gadgets

Dungeon Crawler  
-Passion project

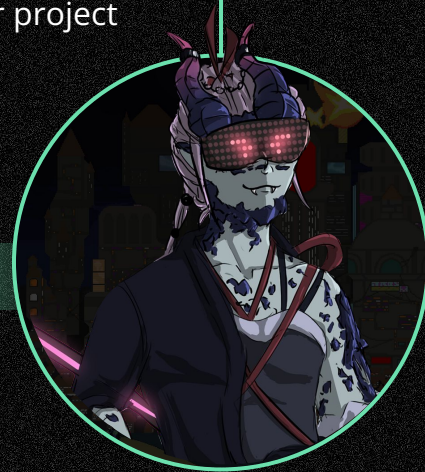


## Just a Spoonful

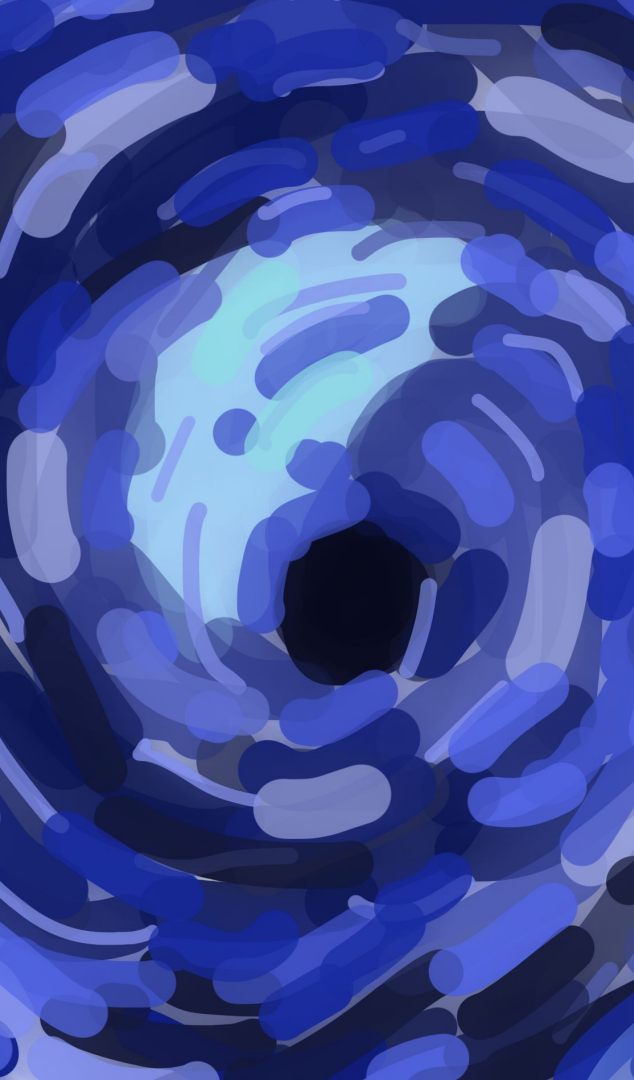
Hidden Object Game  
-2nd Semester Project

## LUMINOSITY

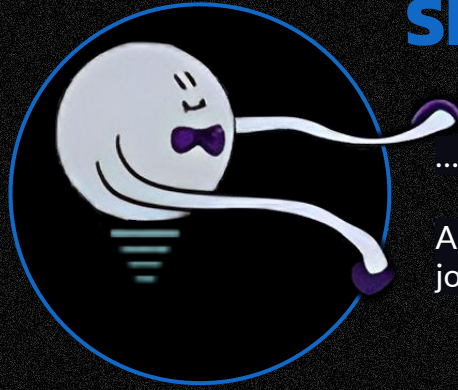
Top down RPG  
-3rd Semester project







# Shapes 'n Gadgets



...is a 2D Dungeon Crawler.

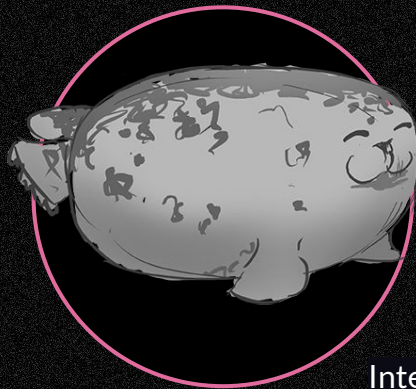
A personal prototype to start my coding journey.







By Silly Seal Studio



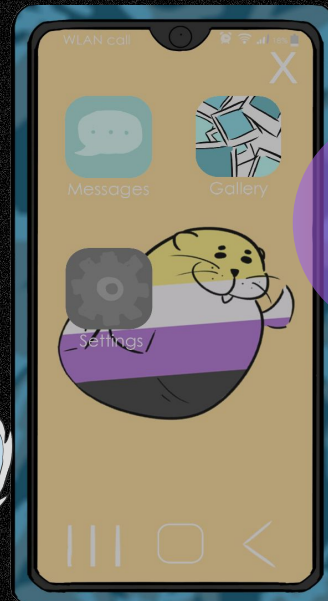
# Just a Spoonful

...is a 2D hidden Object game.

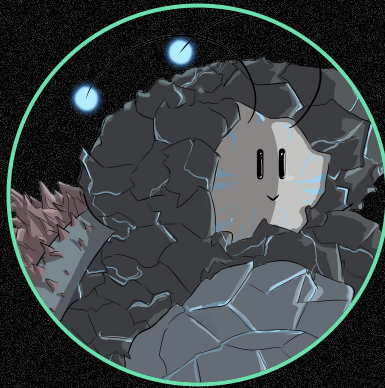
Interactive 2D Scene



Functional mobile UI







# LUMINOSITY

...is a 2D top-down turn-based story-driven RPG.

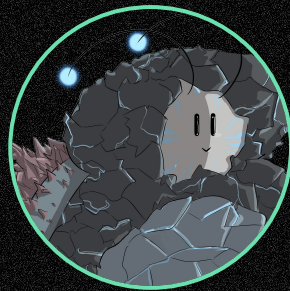
Inventory and friendship system



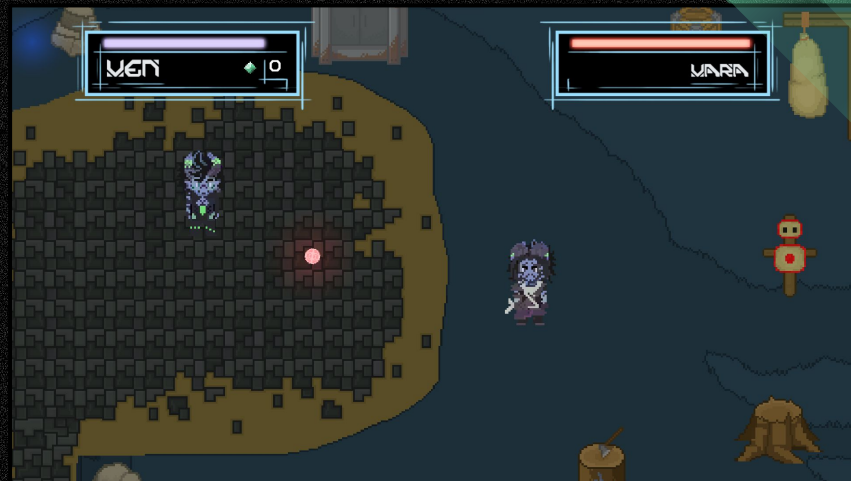
Animated exploding city as a parallax







## Combat system



## Dialogue System







# Tom Grzembke

## Address

Hospitalstraße 28  
19055 Schwerin, Germany

## Email

grzembketom@gmail.com

## Website

<https://linktr.ee/tomgrzembke>

