

The background is a dark, textured charcoal grey. It is decorated with several overlapping, semi-transparent green geometric shapes. These shapes include elongated rounded rectangles and circles, some of which are arranged in a grid-like pattern on the right side, while others are scattered on the left and top. The green has a slight gradient, appearing darker in some areas and lighter in others.

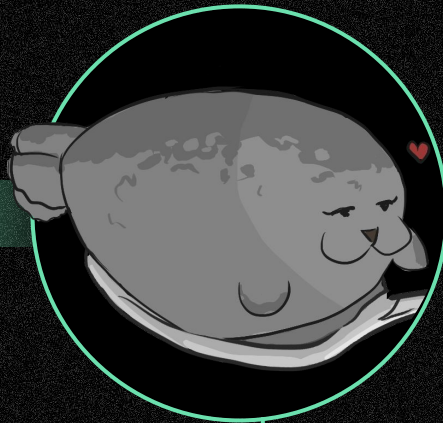
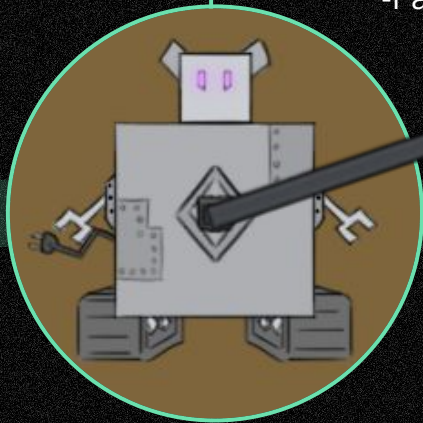
TOM GRZEMBKE PORTFOLIO

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

PROJECT TIMELINE

Shapes 'n Gadgets

Dungeon Crawler
-Passion project

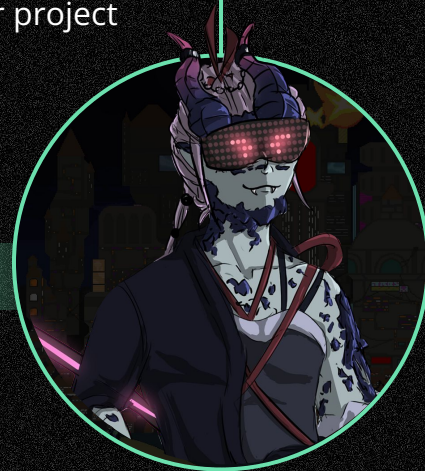


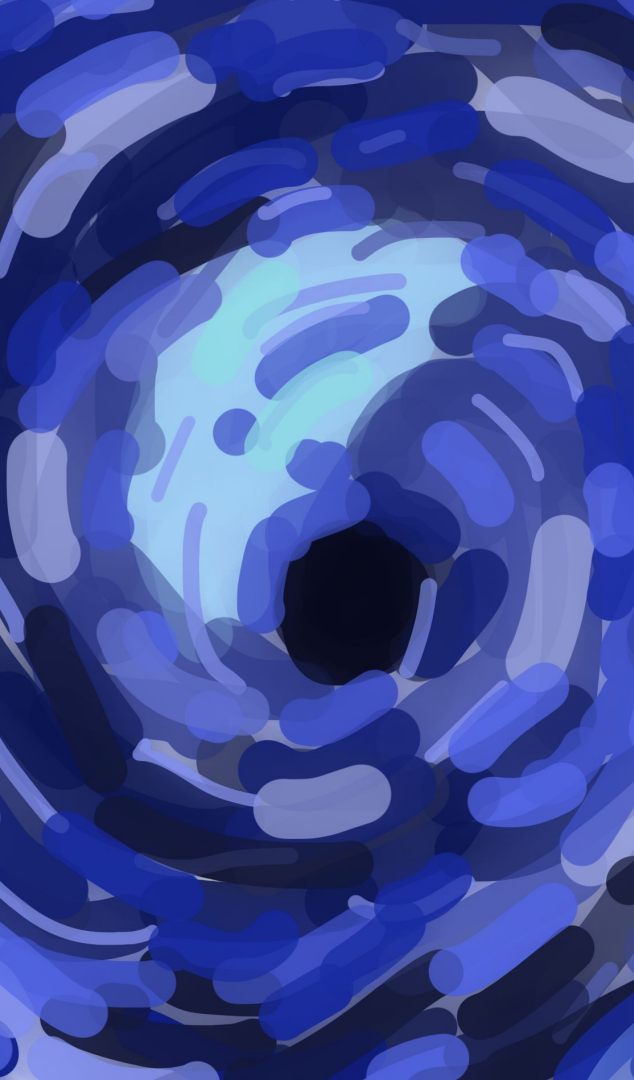
Just a Spoonful

Hidden Object Game
-2nd Semester Project

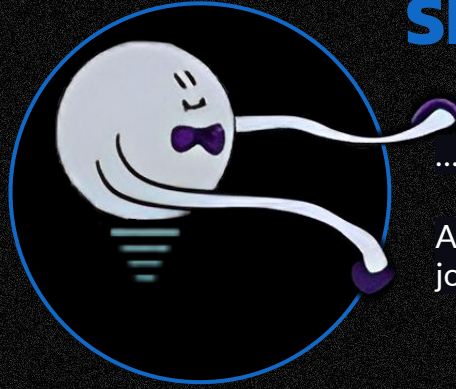
LUMINOSITY

Top Down RPG
-3rd Semester project





Shapes 'n Gadgets



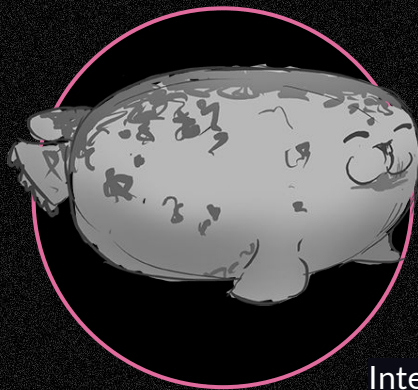
...is a 2D Dungeon Crawler.

A personal prototype to start my coding journey.





By Silly Seal Studio



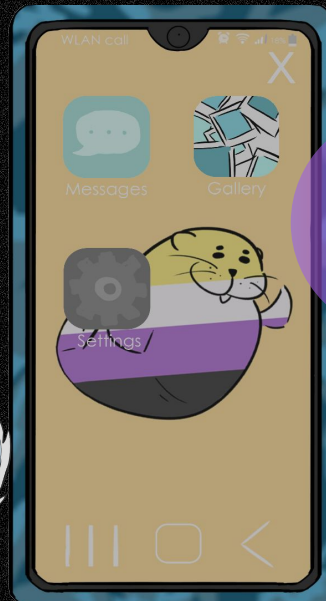
Just a Spoonful

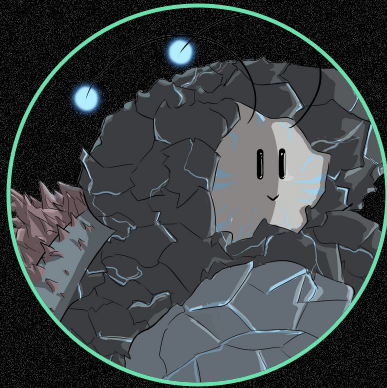
...is a 2D Hidden Object Game.

Interactive 2D Scene



Functional mobile UI





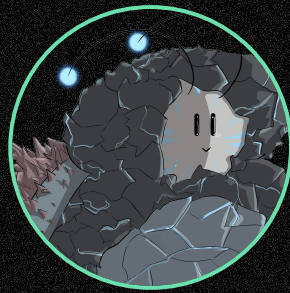
LUMINOSITY

...is a 2D Top Down, Turn Based and Story Driven RPG.

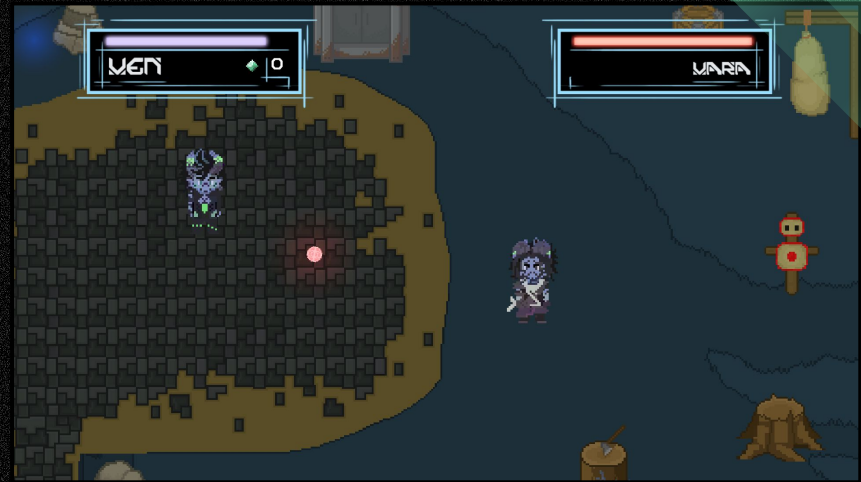
Inventory and friendship system

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>

