


PORTFOLIO



YUICHIRO KAWAKAMI

About Me

I am Yuichiro Kawakami. Originally from Japan, I am currently studying game development in Canada. My focus is on using Unity and C# for game development. Although my programming journey began during my studies, I have gained experience in developing games both independently and collaboratively. In addition to game development, I have also acquired expertise in Flutter for app development. My technical skills extend to Python, C++, C, and JavaScript.

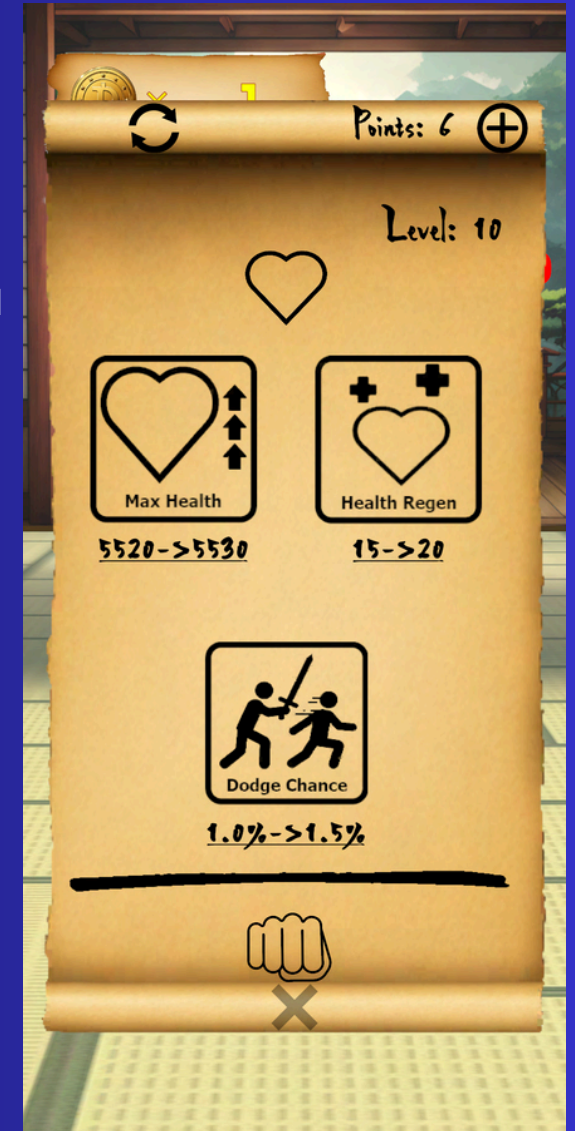


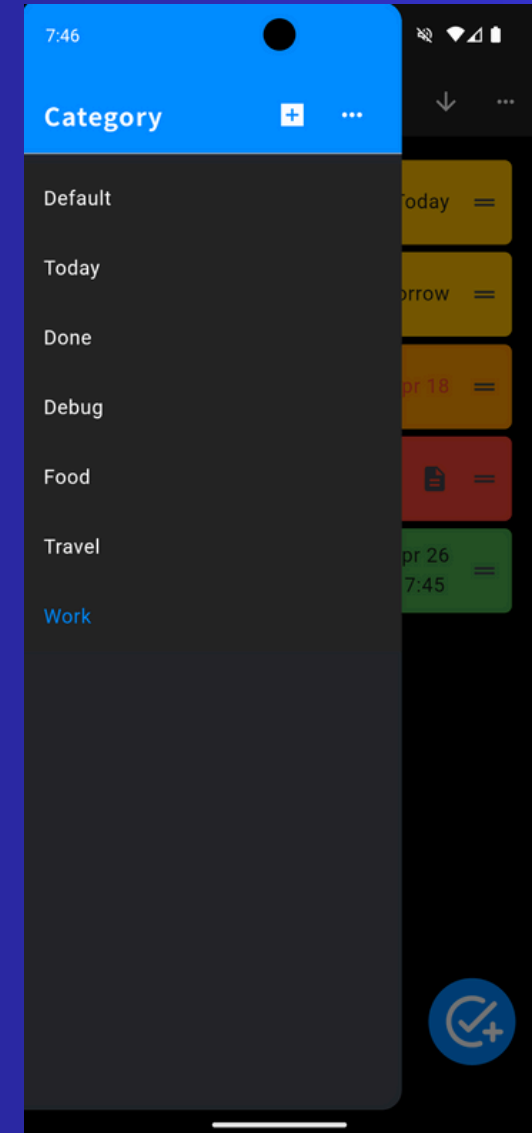
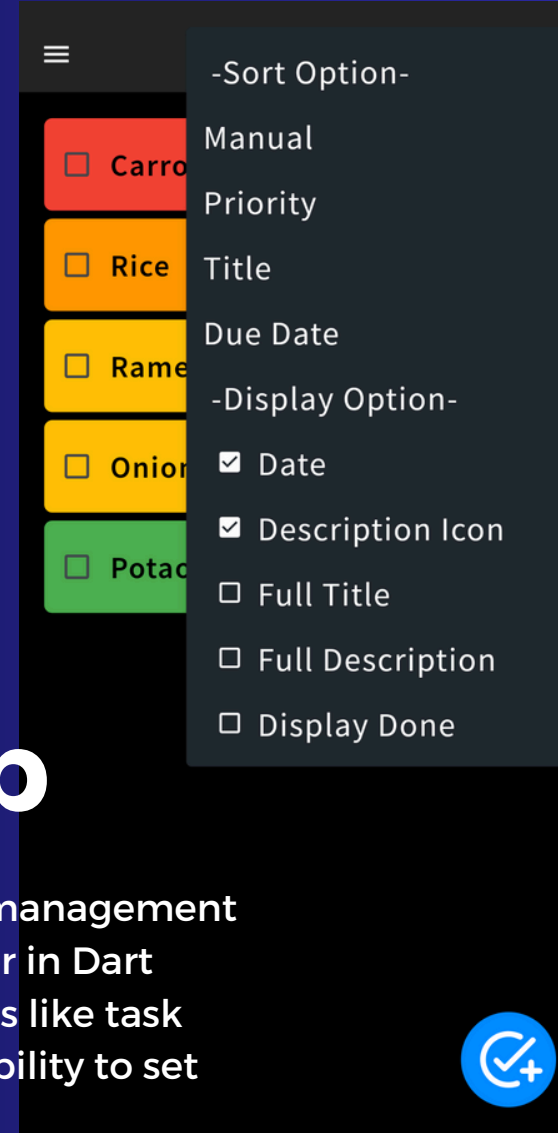
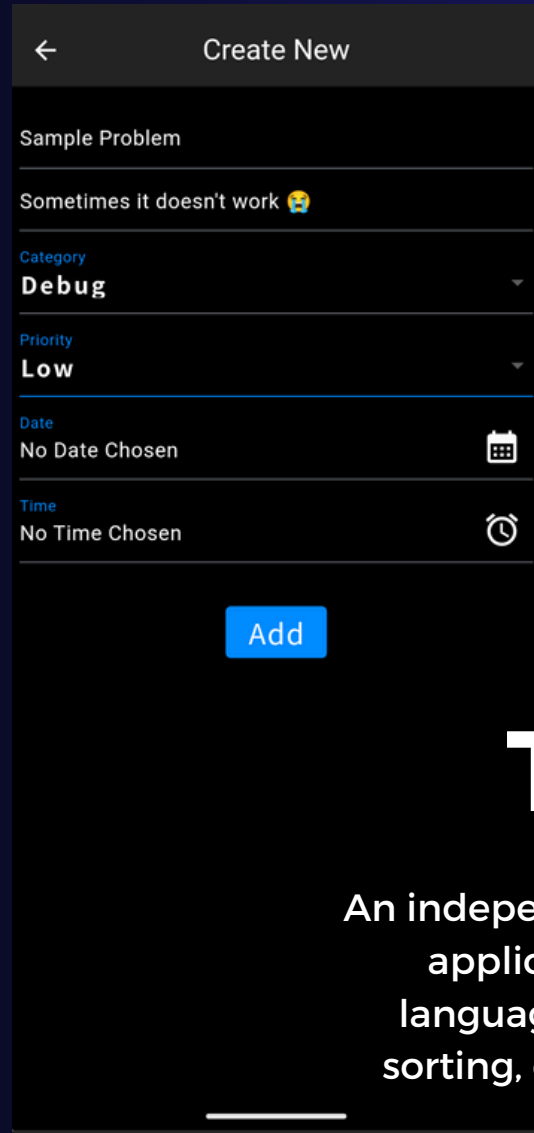
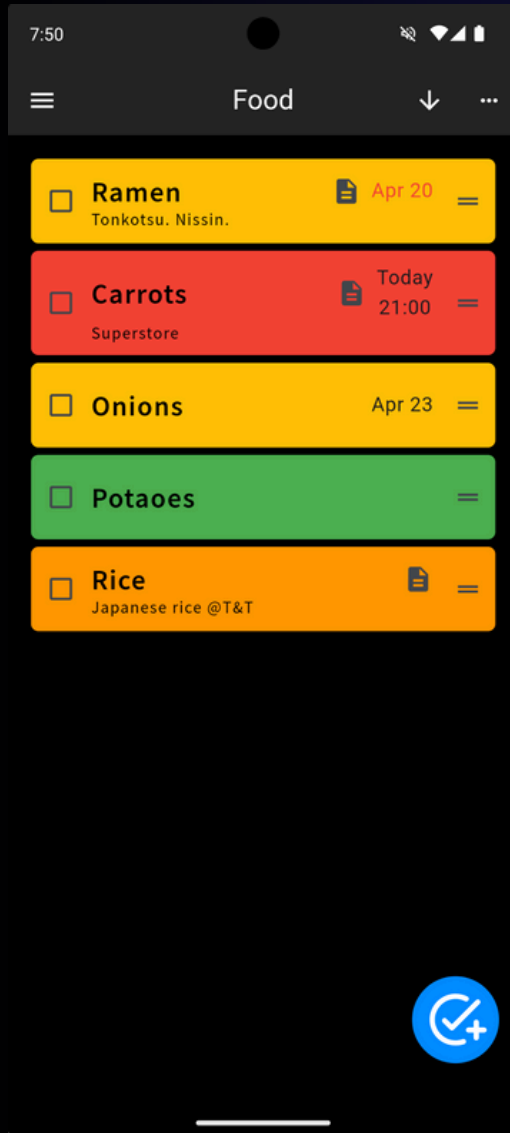
Infinite Dojo

A Unity project that I developed and released with my classmate. The player controls a character to fight enemies using melee and ranged attacks with unique animations and special skills. The game has levels based on real countries with various enemies, an upgrade system, leaderboard, cloud / local saves, and multiple playable characters.

Link:

<https://play.google.com/store/apps/details?id=com.midnightsunstudio.infinitedojo&hl=en>



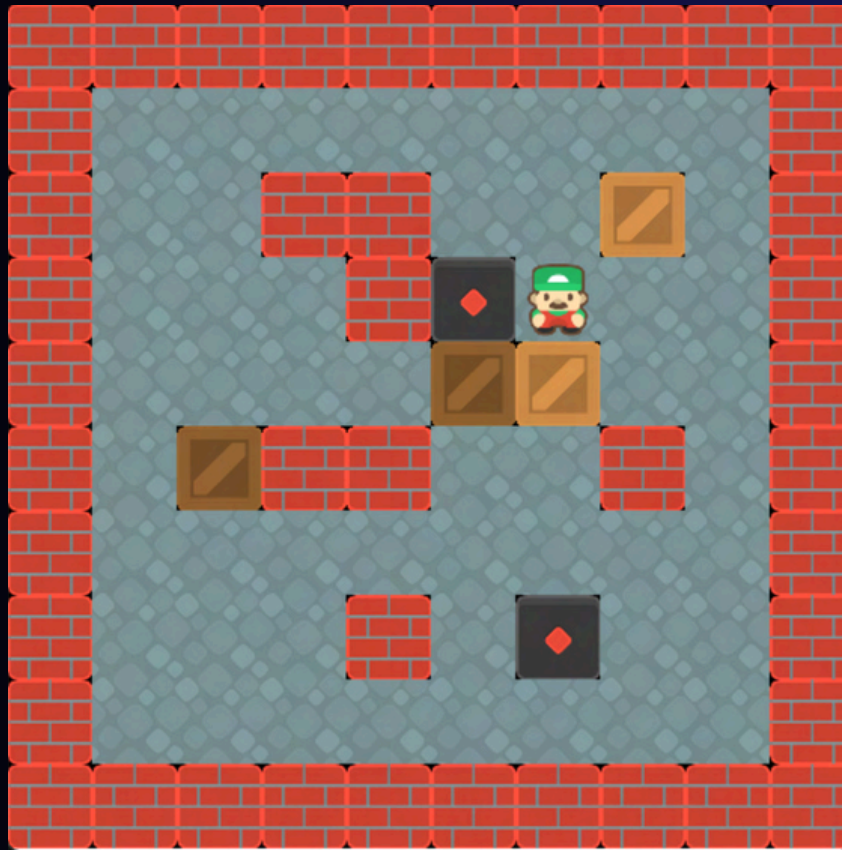


Todo App

An independently developed task management application created with Flutter in Dart language. This app offers features like task sorting, categorization, and the ability to set deadlines for tasks.

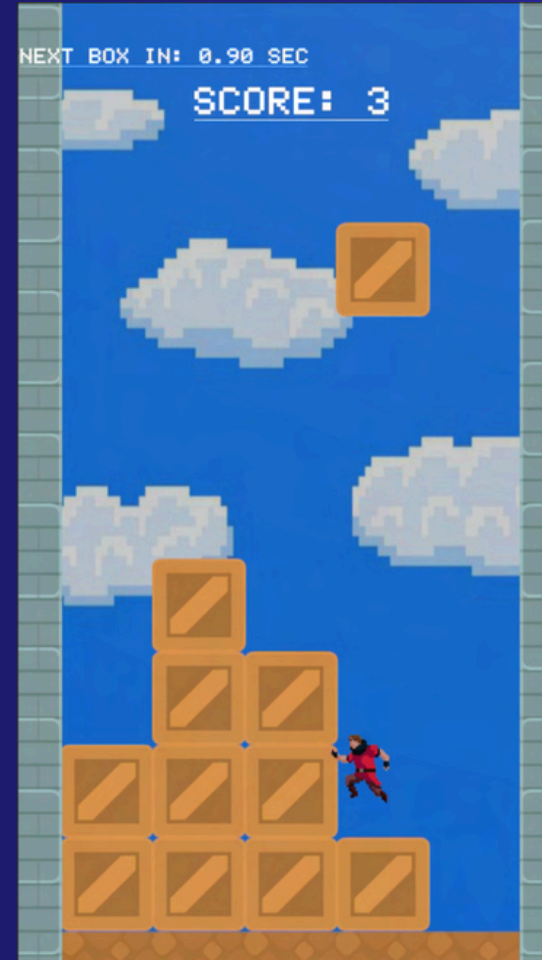
Sokoban

Another school project was created using a Windows GUI Application in C++, featuring animations.



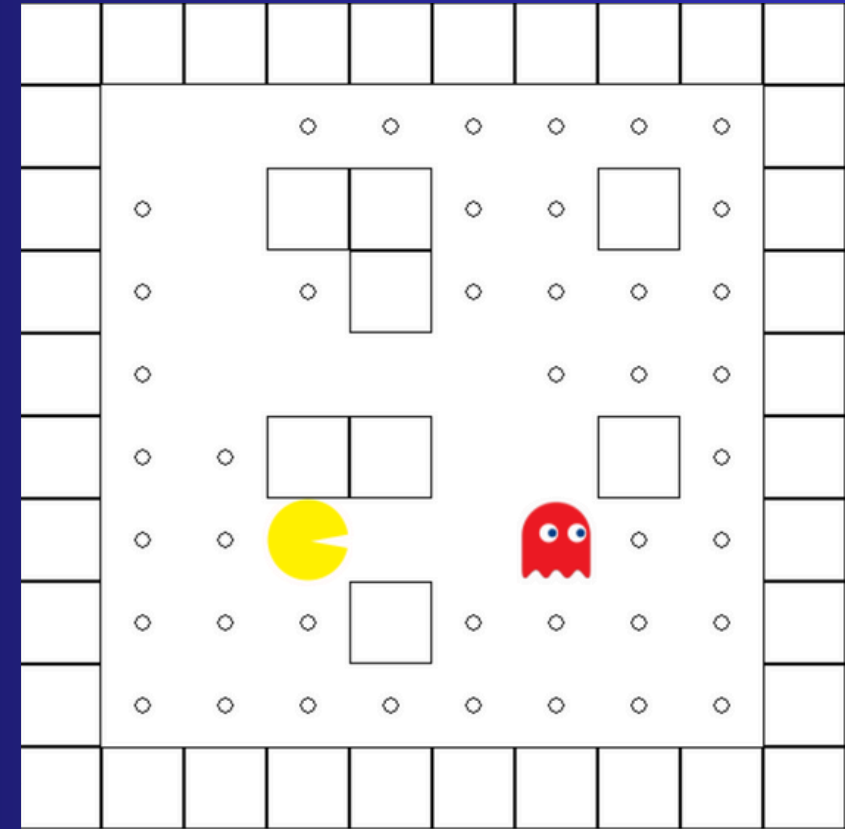
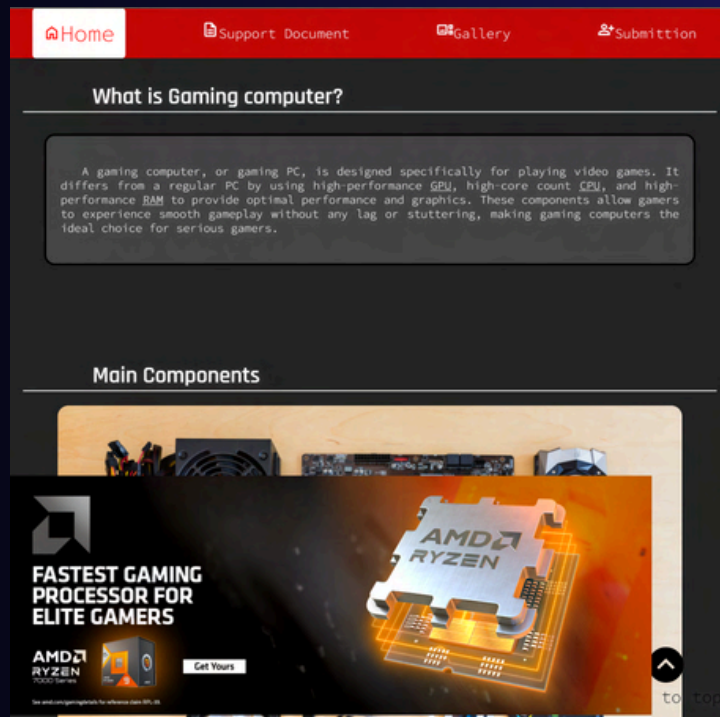
Box Stacker

Another school project was developed using Unity in C#. The game revolves around a character engaging with falling boxes, maneuvering them to create a line. It showcases character and background animations, pushing mechanics, and a system for increasing difficulty.



Website

As a part of a school project, I created a website using HTML, CSS, and JavaScript in its development.



Pacman

Yet another school project was developed with a Windows GUI Application in C++, incorporating animations.

Contact



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THANK YOU

THAT'S MY PORTFOLIO SO FAR.
