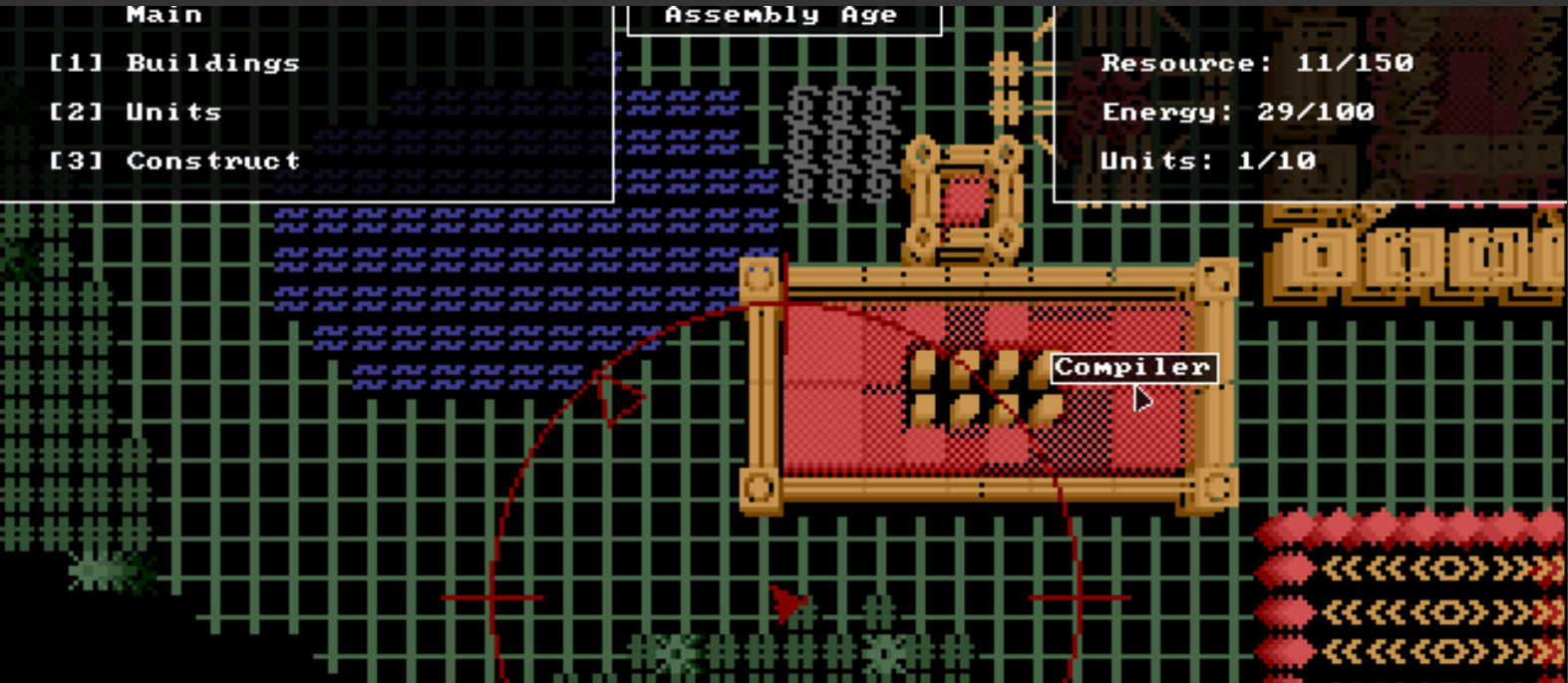
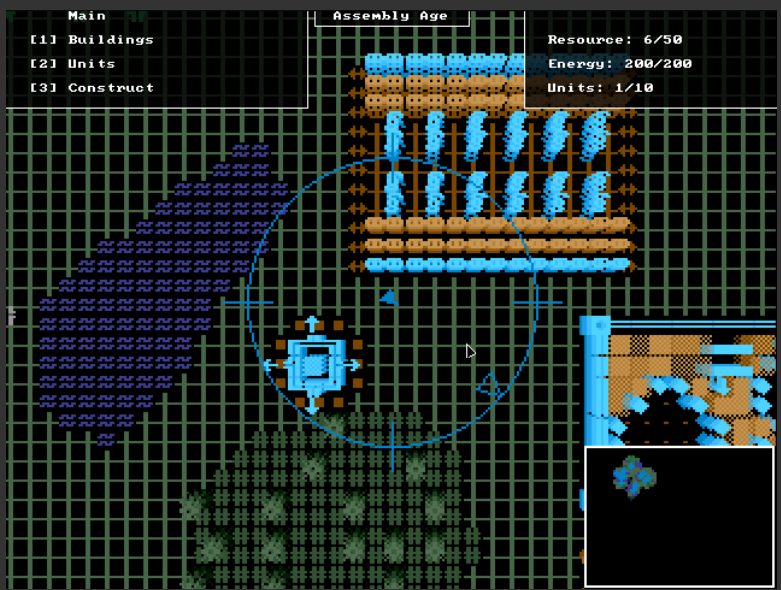
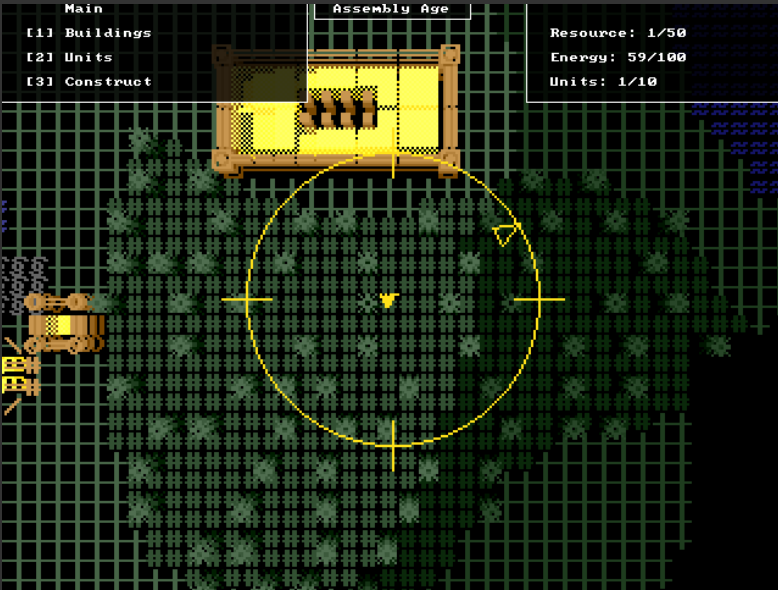
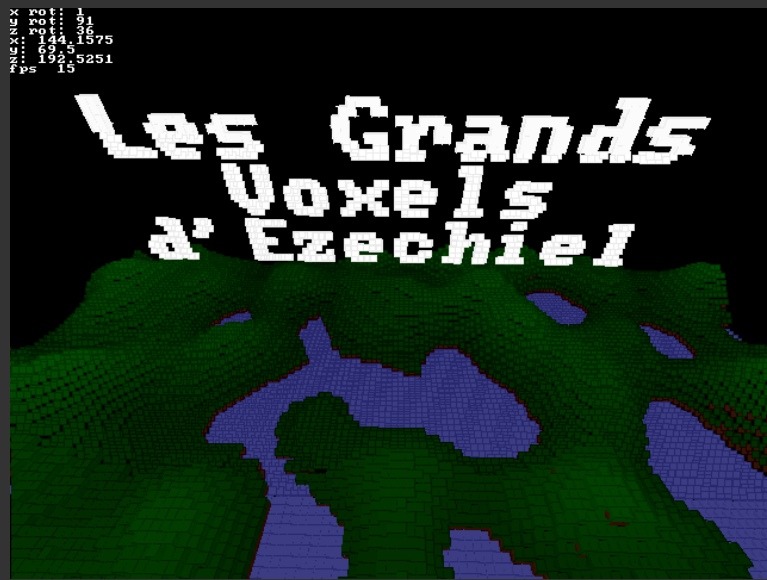


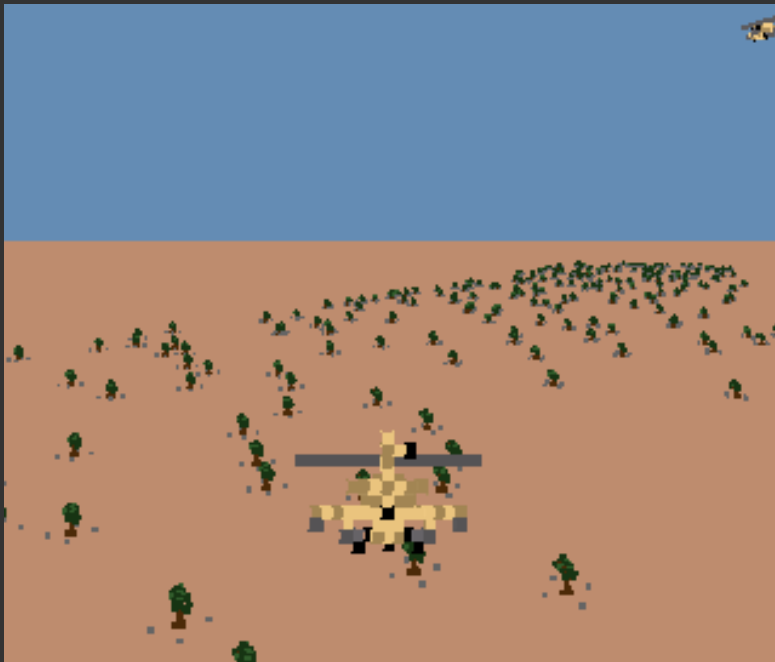
Basic Warfare is a combination of RTS and Action genres featuring realtime multiplayer action combat and strategic economic simulation.



Software Rendered 3d Voxel Engine w/ optimizations.



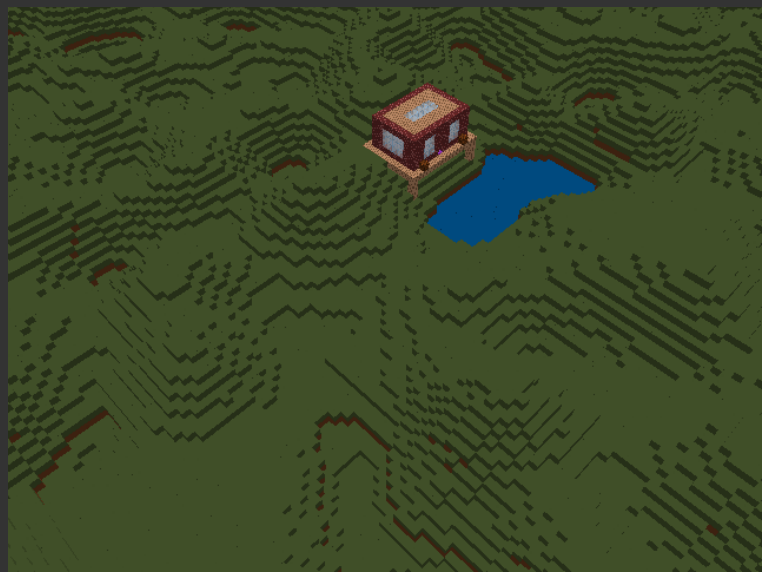
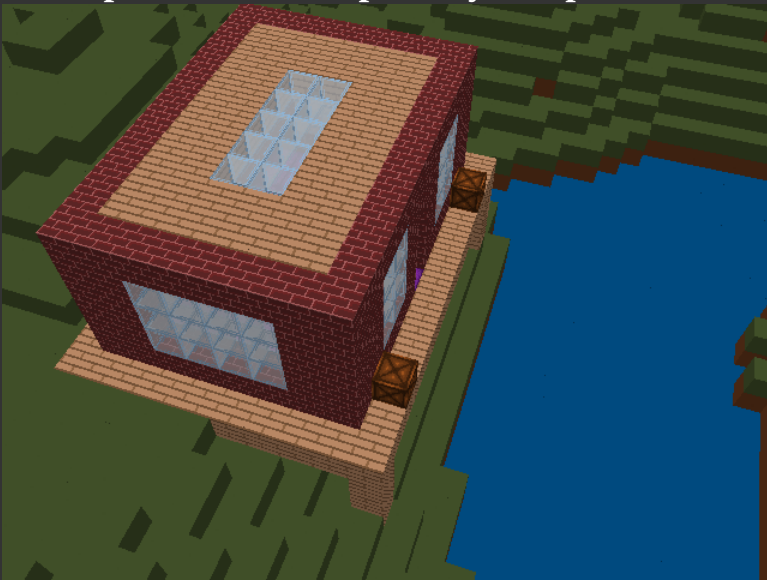
Helicopter simulation game developed in custom 3d voxel engine.



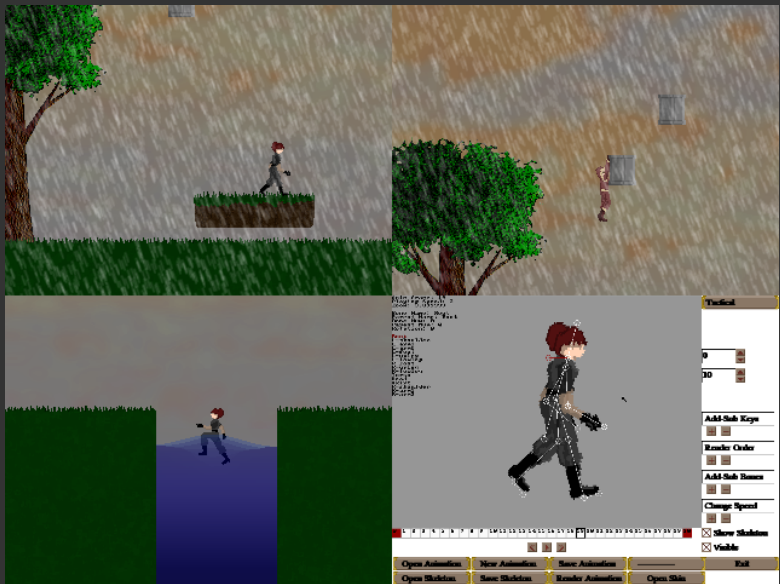
Open world RTS w/ flowfield pathfinding and finite state machine AI



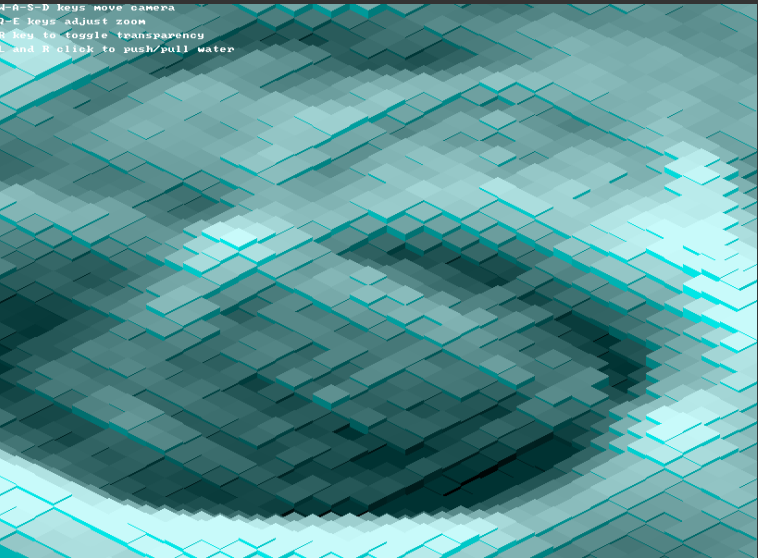
Cube construction world w/ heightmap functions and depth sorted transparency in OpenGL.



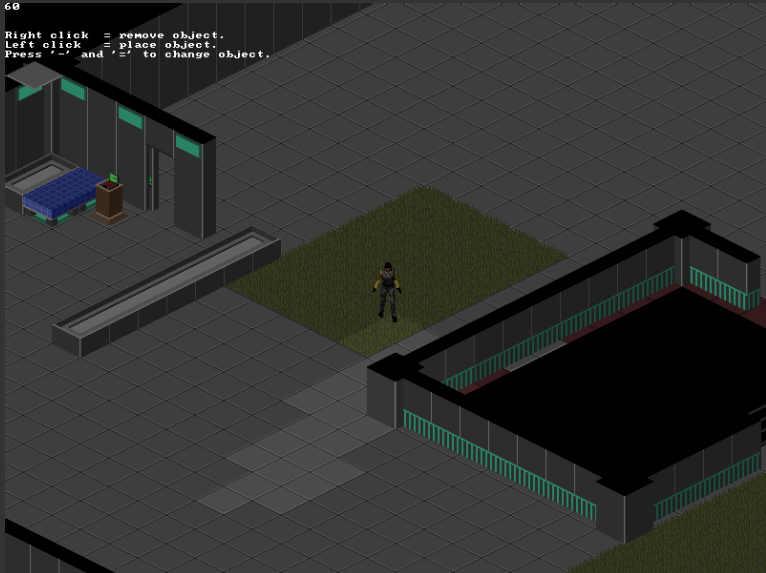
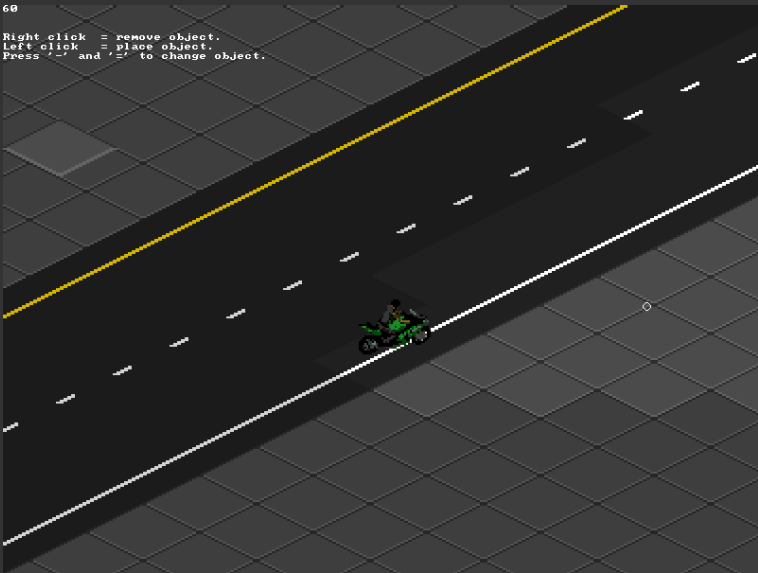
Skeletal animation software and platformer engine.



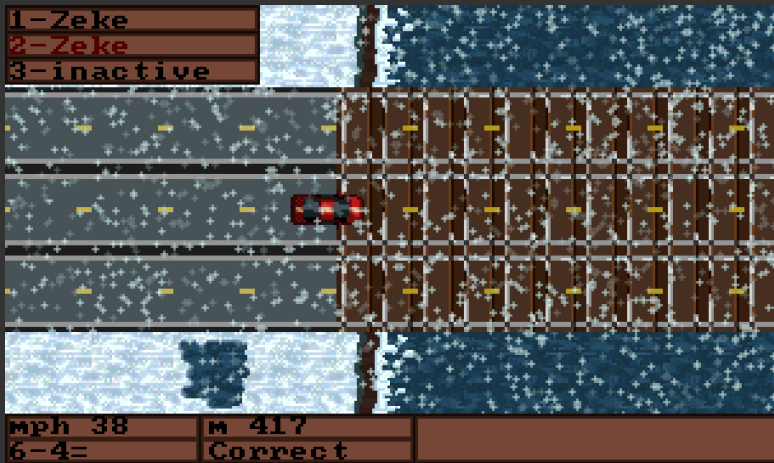
Liquid physics simulation by Euler integration.



Isometric stealth game engine with advanced depth sorting and fog of war with shadow casting.



Educational math racing game w/ progress system.



2d flight simulation game w/ flight physics model and custom particle effects engine.

