



Vinchen Amigo | 2024 Portfolio



Vinchen Amigo
(Vincent)

About Me

Dedicated Programmer, Passionate Developer

As a passionate game developer, I have hands-on experience creating engaging and interactive experiences using Unity and C#, bringing ideas to life through innovative gameplay mechanics and design. In addition to my game development expertise, I am a graduate of the Apple Developer Academy with two years of experience as a freelance developer. My technical skills include iOS development with proficiency in Swift, SwiftUI, and UIKit, as well as web development using JavaScript, and Laravel. I thrive on building creative solutions across multiple platforms.

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Develop/Desktop Game/Game Jam/2025



Project Description

"Snap or Splash" is an interactive game inspired by 'Hole in the Wall,' where players mimic predefined poses that are evaluated for accuracy by a machine learning model. Key to the challenge was achieving precise real-time pose detection on MacOS. We used AVFoundation for camera management, Vision API for pose capture, and CoreML for integrating the Human Pose Classifier Model. CreateML streamlined model training and testing, ensuring a smooth user experience..

SnapOrSplash:

Reinventing Hole in the Wall game via Machine Learning

Year Accomplished

2024

Role/position

MacOS App Developer

Design Link

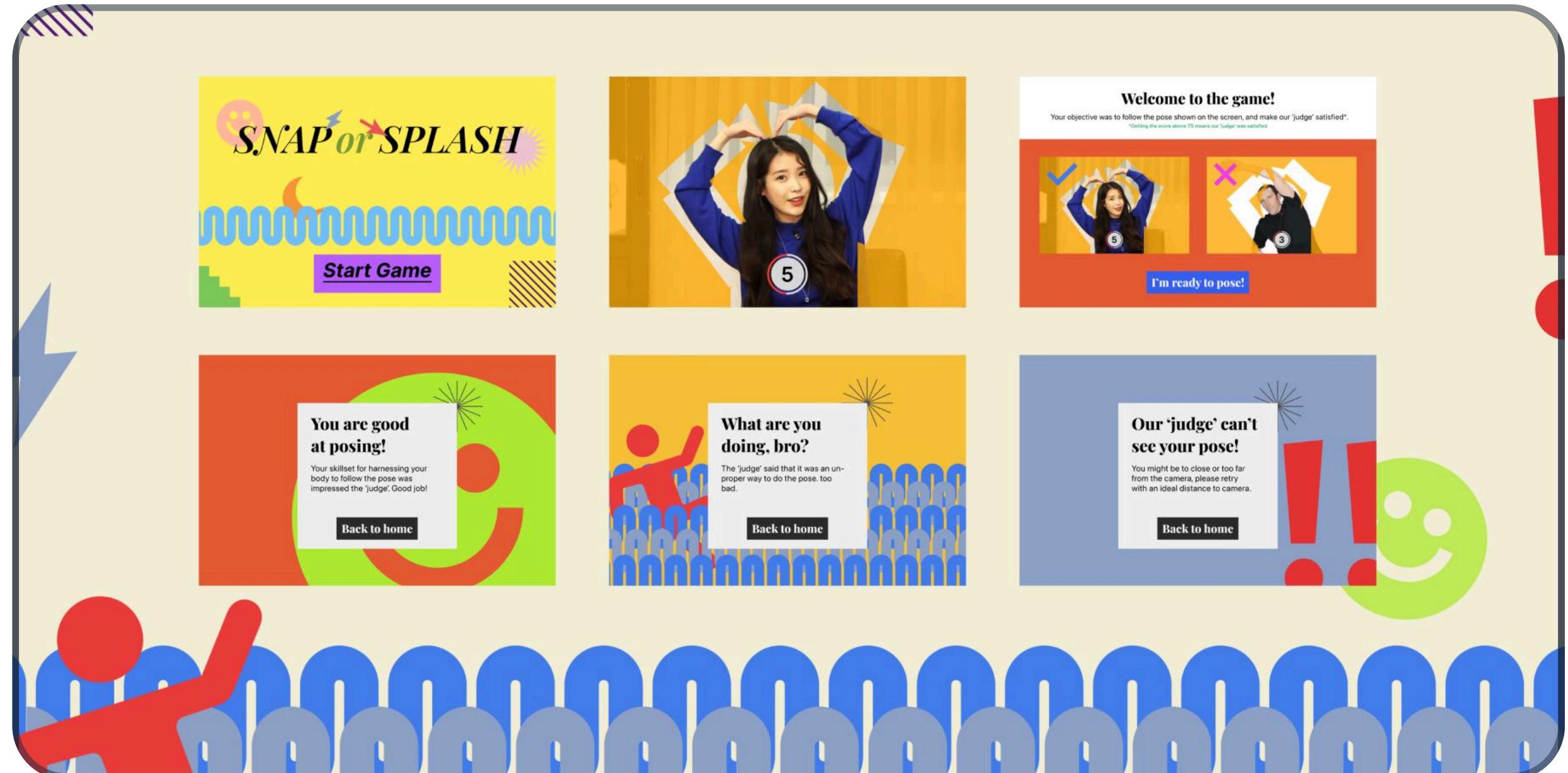
<https://www.figma.com/design/JWissRS7jfA9whIt56mMNa/Snap!/?node-id=0-1&t=Z1DWxZTHsMcMh9Aa-1>

Repository

<https://github.com/baduthutan/Snap-or-Splash>

Publication

<https://medium.com/@vinchenamigo/snap-or-splash-bringing-the-nostalgic-hole-in-the-wall-game-how-to-your-mac-using-machine-learning-26838ddc15bf>



Tech Stack

- Swift, SwiftUI
- CoreML, Vision, AVFoundation
- Xcode, Create ML, Github

Architecture

MVC design pattern,
SwiftUI frontend,
No Storage

Features

Camera shot countdown, pose overlay, detect user pose, result score processing by model confidence



Project Description

TypeCaster is a classic RPG game that elevates the "bullet hell" genre by combining intense action with precise typing mechanics. In this game, players face a continuous barrage of attacks and must skillfully type magical spells to launch counterattacks while avoiding damage. The core challenge lies in managing both evasion and offense simultaneously. As in real spell casting, player can't revert back misspelled words and will be stunned. By blending these elements, TypeCaster delivers a unique gameplay experience where quick reflexes and precise typing are essential for survival and success.

TypeCaster:

The Ultimate
Spell Typing
Battle RPG

Year Accomplished

2024

Role/position

MacOS App Developer,
Asset Designer

Repository

[https://github.com/TessyJr/
TypeCaster](https://github.com/TessyJr/TypeCaster)

Game Demo

[https://youtu.be/
r06JyNzosGs](https://youtu.be/r06JyNzosGs)

Publication

[https://www.linkedin.com/
pulse/creating-pixel-art-
character-aseprite-
designing-riki-vincent-
vincent-go5lc/?
trackingId=jWznZ6fyLueNm
%2FmGLjTO%2Bg%3D
%3D](https://www.linkedin.com/pulse/creating-pixel-art-character-aseprite-designing-riki-vincent-vincent-go5lc/?trackingId=jWznZ6fyLueNm%2FmGLjTO%2Bg%3D%3D)

TypeCaster

Explore the tower of trials

Unique type-cast mechanics

Rigorous bullet hell RPG

Compatible for

Tech Stack

</> Swift, SpriteKit
SKTiles, Cocoa, AVFoundation
Xcode, Aseprite, Github

Architecture

MVC design pattern,
SKScene frontend,
No Storage

Features

Type to cast spell mechanism, tutorial scene, exploration scene, battle scene, intractable objects, unlock-able spell



OddOffice AR:

Escape plan from
the unusual scouts
room

Year Accomplished

2024

Role/position

iOS AR Game Developer

Repository

[https://github.com/
baduthutan/oDD-oFFicE-AR](https://github.com/baduthutan/oDD-oFFicE-AR)

Game Demo

[https://youtu.be/
_AMkWcJwKf0?
si=JosfC5unVjJ37Ew](https://youtu.be/_AMkWcJwKf0?si=JosfC5unVjJ37Ew)

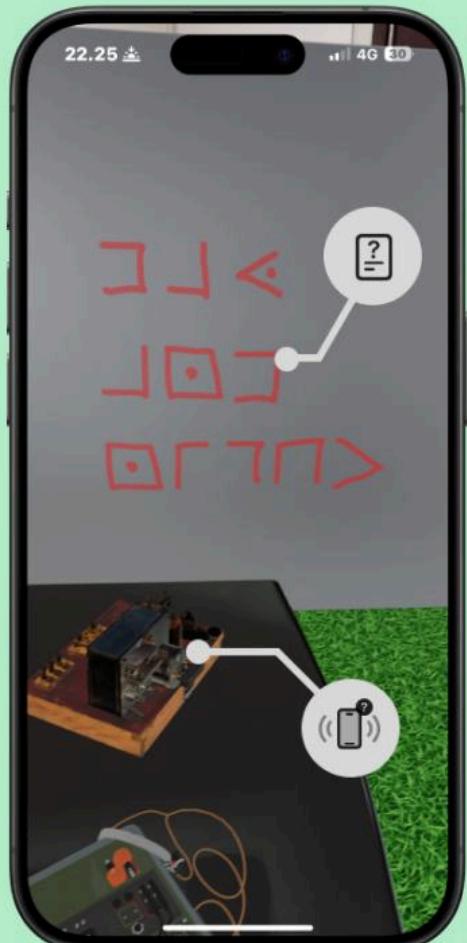
Publication

[https://medium.com/
@vinchenamigo/
exploration-on-iphones-
system-features-and-
outputs-through-
oddofficear-a-case-study-
aac37caeef98](https://medium.com/@vinchenamigo/exploration-on-iphones-system-features-and-outputs-through-oddofficear-a-case-study-aac37caeef98)

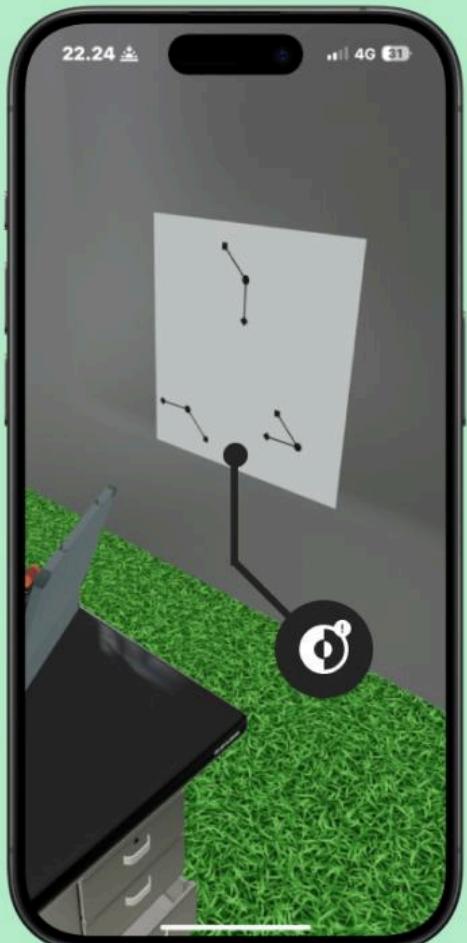
Project Description

OddOffice is a game designed to amaze players with its unique and challenging puzzles. In the game, players are positioned as they are attending a job recruitment for a security force. To pass the test and escape the room, they must solve complex challenges using scout codes. The innovative gameplay incorporates AR elements, including haptic feedback for Morse code, brightness-dependent Pig Pen codes, and Semaphore codes that shift between dark and light modes. These features create a multifaceted experience that enhances problem-solving skills and keeps players engaged.

TEAM CHIEF DESIGNER



Interact with objects
and solve the riddle



Play with system setting
to unveil mystery



Say the password and
to escape the room

Tech Stack

</> Swift, SwiftUI
📦 RealityKit, ARKit, Speech, AVFoundation
🔧 Xcode, Reality Composer, Github

Architecture

MVC design pattern,
SwiftUI frontend,
No Storage

Features

Coaching overlay, vibrating morse code,
screen brightness detector, light-dark mode detector,
speech recognition, change scene on proximity



Project Description

LonelyScape is an innovative augmented reality escape room game that merges virtual elements in a dynamic 3D environment with our real world. The objective of LonelyScape is to provide a captivating and interactive gaming experience that challenges players' problem-solving skills by gathering clues from English letter riddles and interactions with the objects on the scene. LonelyScape represents a promising evolution in the escape room genre, combining physical and virtual challenges to deliver an entertaining and immersive experience.

LonelyScape:

Solve the riddles,
escape the
loneliness

Year Accomplished

2023

Role/position

iOS AR Game Developer

Presentation Slides

[https://bit.ly/
LonelyScapePresentationSlides](https://bit.ly/LonelyScapePresentationSlides)

Repository

[https://github.com/
baduthutan/LonelyScapeAR](https://github.com/baduthutan/LonelyScapeAR)

Game Trailer

https://www.youtube.com/watch?v=yoGGu5_WwzE

Publication

<https://ieeexplore.ieee.org/abstract/document/10277954>

Tech Stack

</> *Swift, SwiftUI*
 *RealityKit, ARKit, AVKit*
 *Xcode, Reality Composer, Github*

Architecture

MVC design pattern, SwiftUI frontend, No Storage

Features

*Coaching overlay, audio play on tap, intractable objects,
add overlay on interaction and proximity*



TypeCaster (remastered):

Into the Tower of Trials

Year Accomplished

2024 (v 1.0)

Role/position

Unity Game Developer

Itch.io Page

[https://tba-studio.itch.io/
typecaster](https://tba-studio.itch.io/typecaster)

Game Trailer

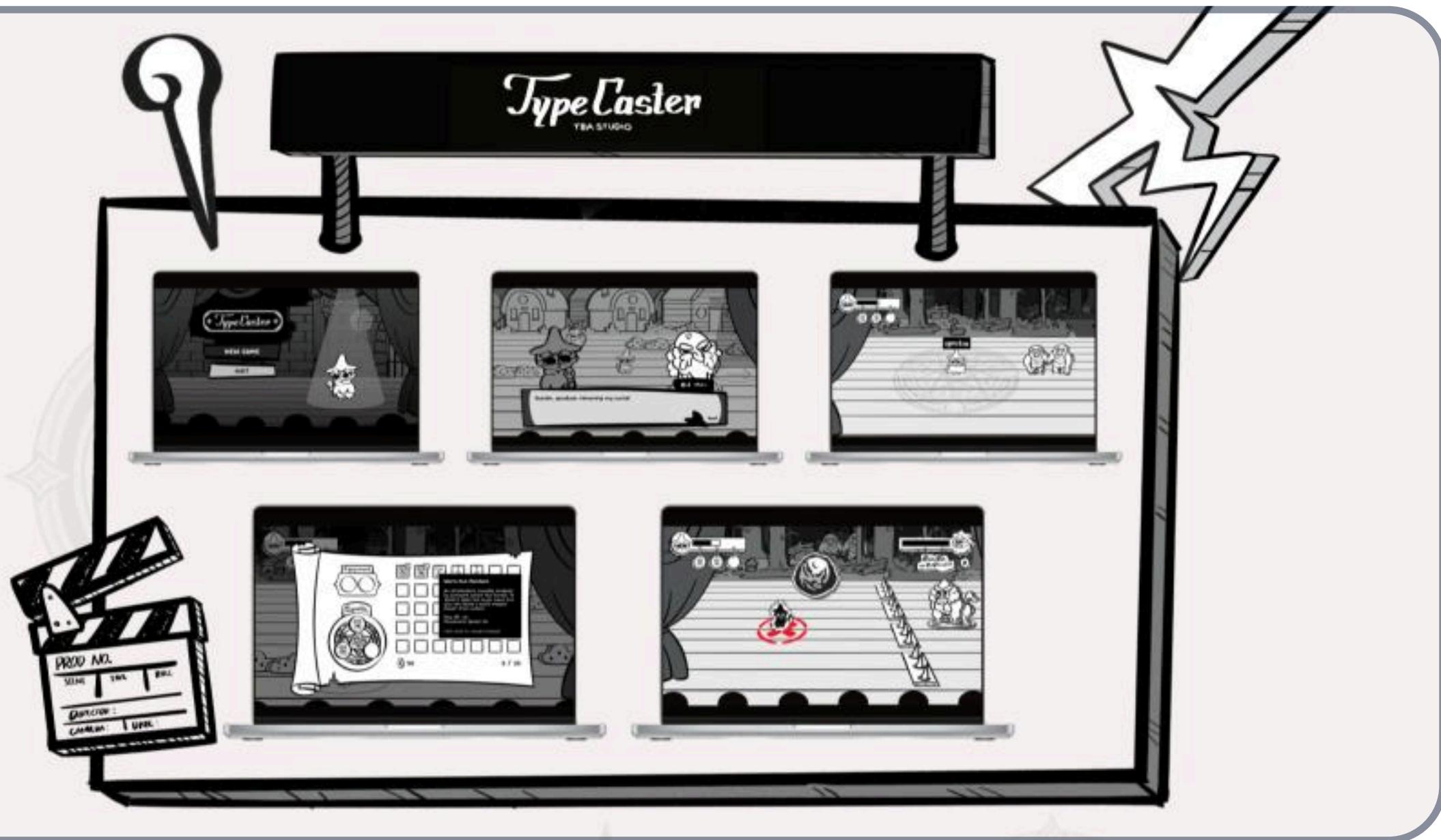
[https://youtu.be/
zlVnCJ23haw?
si=fv5Cr3pXdkdBMK1z](https://youtu.be/zlVnCJ23haw?si=fv5Cr3pXdkdBMK1z)

Social Media

[https://www.instagram.com/
typecaster_rpg/](https://www.instagram.com/typecaster_rpg/)

Project Description

TypeCaster is a 2.5D action RPG that combines nostalgic RPG elements with a unique, skill-based twist. Players cast powerful spells by typing with precision, customize their characters with spells, equipment, and potions, and immerse themselves in a rich story filled with NPC interactions and cutscenes. This version is a remaster of the original TypeCaster, which was created with SpriteKit, reimaged in Unity with 2.5D design to enhance gameplay and deliver a more immersive experience.



Tech Stack

▷ C#
≡ AI Navigation, Cinemachine, 2D, Fungus
→ Unity, Visual Studio Code, Github

Architecture

Unity ECS Architecture

Features

Type to cast spell mechanism, tutorial scenes, exploration scene, boss scene, intractable objects, customizable spells and equipments, item shop



Pipop's factory: Switch keys to victory

Year Accomplished
2025

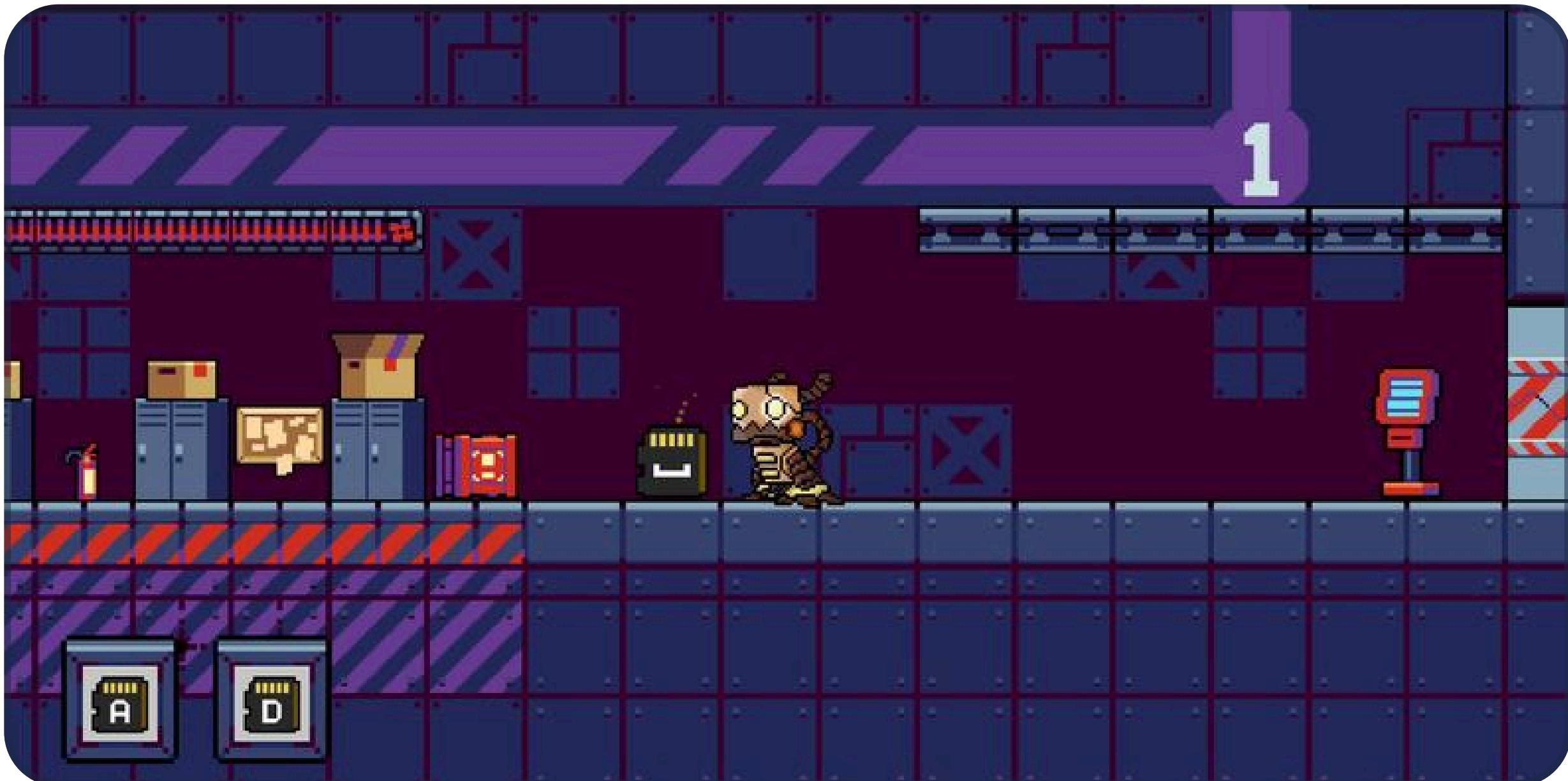
Role/position
Unity Game Developer

Itch.io Page
[https://tba-studio.itch.io/
pipops-factory](https://tba-studio.itch.io/pipops-factory)

Repository
[https://github.com/TessyJr/
garena-game-jam-2025](https://github.com/TessyJr/garena-game-jam-2025)

Project Description

A platformer game where we acts as Pipop, a factory worker robot that need to go past factory rooms. Pipop has limitations in his movement, where he can only store 2 movement memory card. Jump, move, climb, or teleport—you'll need to carefully choose and swap between cards. This challenges the player to think in a creative way, experiment and adapt to new action and environmental twist of each levels. This game was created using Unity and features tile maps for scene creation. It was also submitted as an entry for the Garena Game Jam 2025.



Tech Stack

- </> C#
- Tile Map
- Unity, Visual Studio Code, Github

Architecture

Unity ECS Architecture

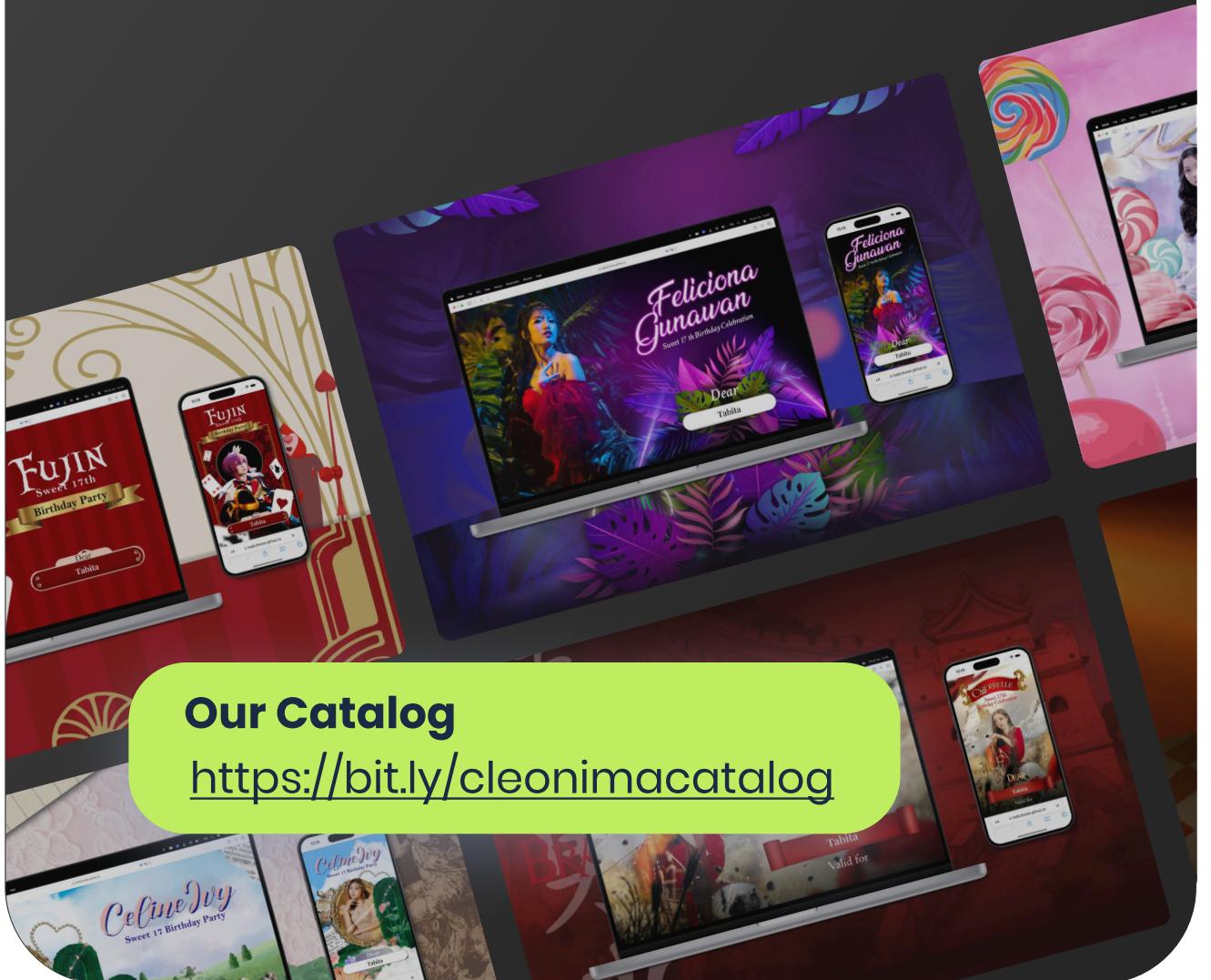
Features

Key switching mechanism, conveyor mechanism, ladder mechanism, moving platform, trigger buttons, teleport mechanism

I'M CURRENTLY WORKING WITH

Cleonima Invitations

Bringing your sweet seventeen
birthday invitation to life



**" So don't worry
about tomorrow, for
tomorrow will bring
its own worries.

Today's trouble is
enough for today. "**

Matthew 6-34 NLT

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