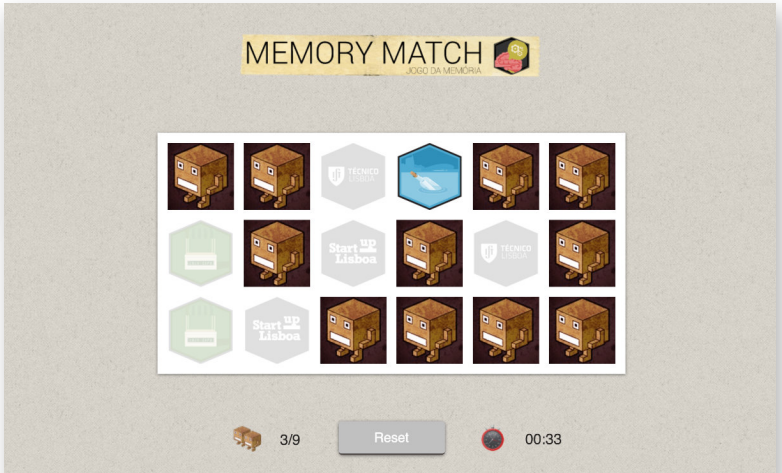
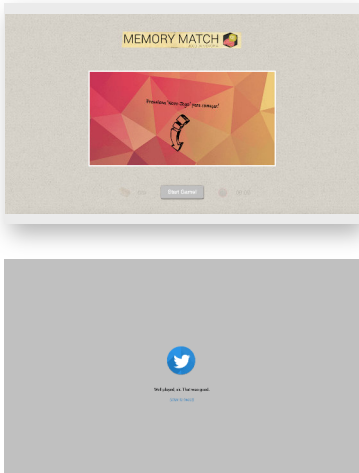
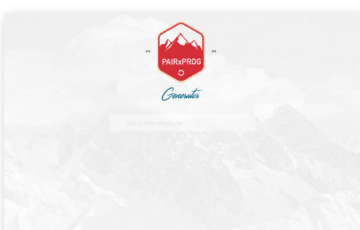
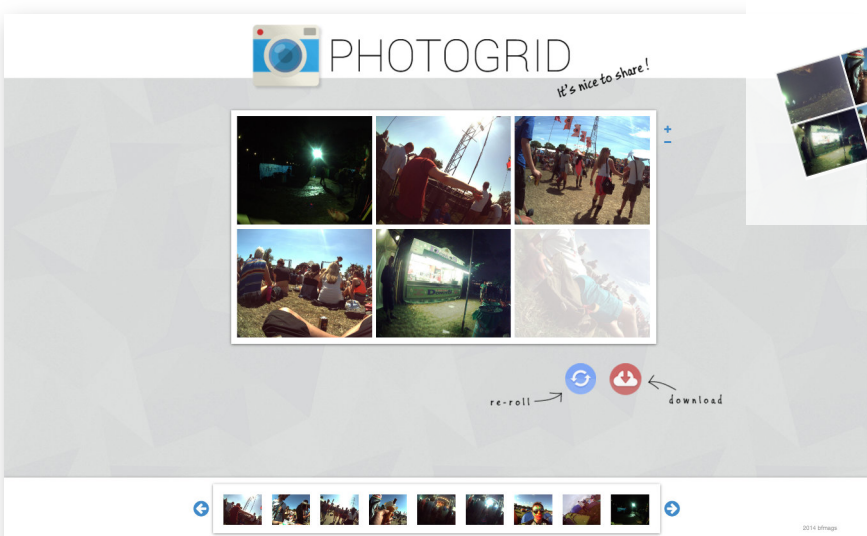


Generates possible pairs for Pair Programming in a group of developers. It uses LocalStorage to persist the developers list locally.

[HTML/CSS, BackboneJS, LocalStorage]
[Mocha, Sinon, Chai]
[Illustrator]

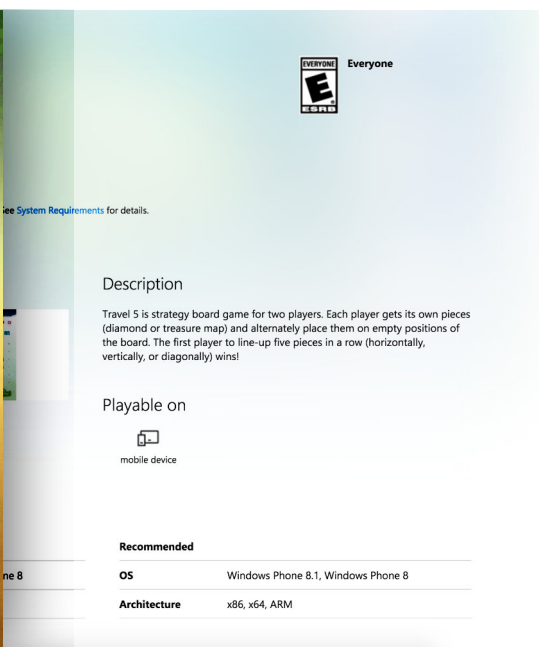
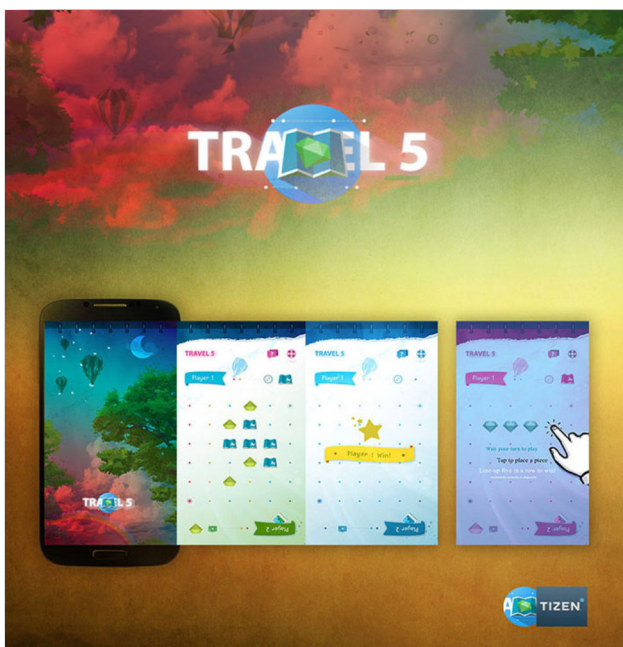


Javascript implementation of the puzzle game "find the pairs".
[HTML/CSS, JS] [Illustrator, Photoshop]



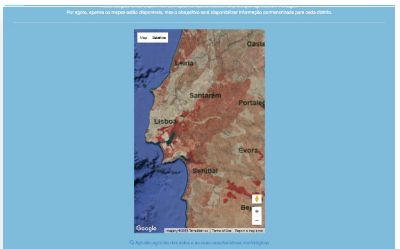
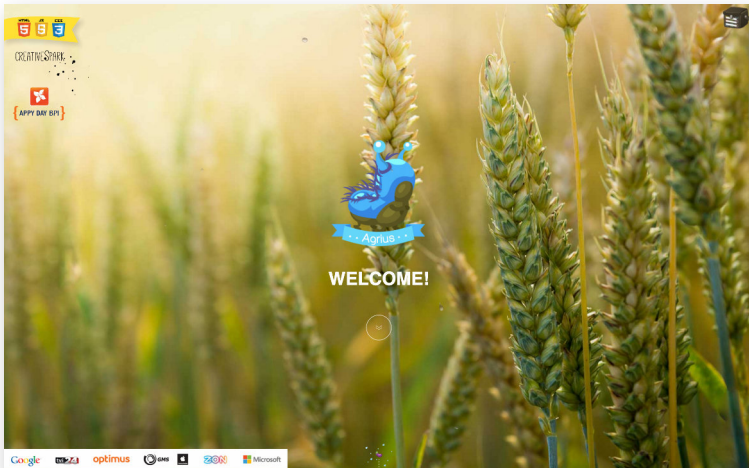
Web app that generates and saves a photo grid collage. Photos are arranged using JS/CSS and Hertzzen's html2canvas library is used to render the photo grid to a jpg file that can be saved on disk. Photos courtesy of Joe Bain.

[HTML/CSS, JS] [Illustrator, Photoshop]



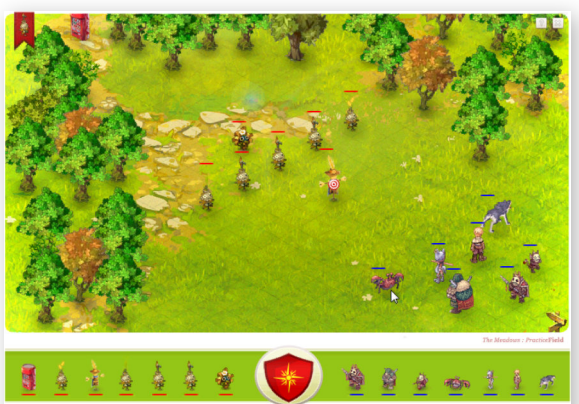
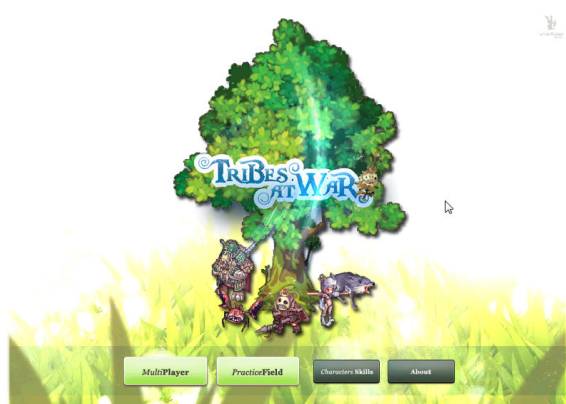
Game based on the Gomoku game rules. Developed in Javascript as part of beta testing the HTML5 APPs Platform for the Tizen OS project. A WindowsPhone port of the game, using LUA + Marmalade C++ Framework, was later published to WP Store.

[HTML/CSS, JS, Canvas 2D API, Web Audio API] [LUA, Marmalade]
[Illustrator, Photoshop, Audition]



Business concept for a 48hour hackaton. The website presented the idea for agriculture soil testing and environmental resources optimization. Website was built using HTML5/CSS, Javascript and Google Maps API, and contains graphical assets from GlitchTheGame.

[HTML/CSS, JS, GOOGLE MAPS API]
[Illustrator, Photoshop]



Isometric Game in Java, Implementation of Isometric engine, Concurrent A* Algorithm, network chat system, Point-and-Click UI. Graphic Sprites from RPG games, and are property of their respective owners.

[Java, 2D API]
[Illustrator, Photoshop]