

I'm Clark Barrett,
I'm a amateur game developer looking to find
new ways to add interactivity to new fields like
Education and Psychology



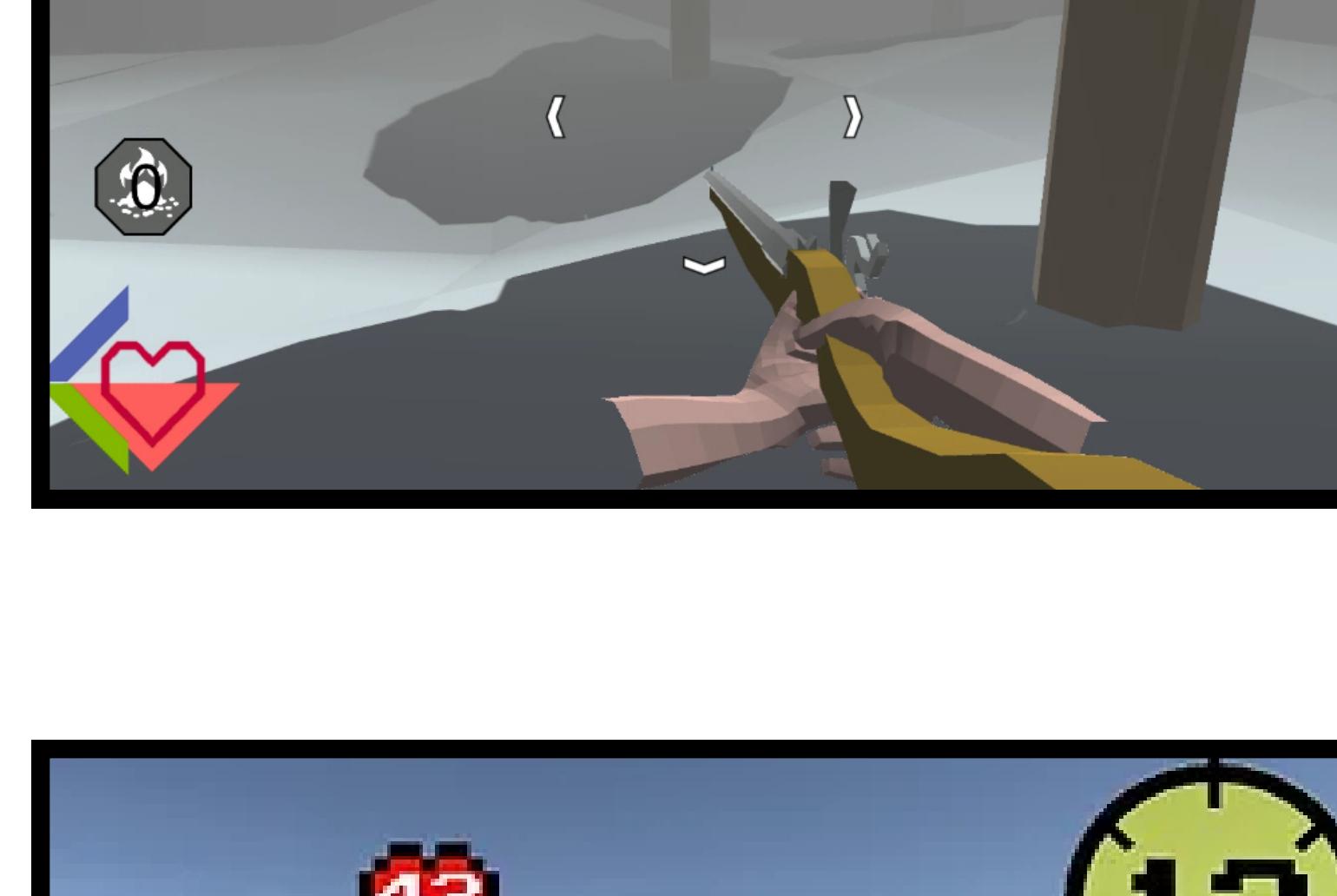
Experience working with:



Recent Projects

Multiplayer Battle Royale set
in the 18th century with
muskets and survival
mechanics. Has fully
functional netcode.

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Game to teach kids math
concepts in a way that is
more intuitive. Challenge
depicted here is to load the
crossbow with enough
arrows to defeat the enemy.
In effect, requiring the
player to divide 42 by 6

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Gamefied To-Do List for both
Desktop and Mobile. Tasks
can be given different point
values and will fill a progress
meter as tasks are completed

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