
Published Projects Portfolio



Henrique Lacreta Alves

Published Games



FTW (Android/iOS)

Multiplayer FPS Hero Shooter

- Worked on several improvements on Character-Camera-Control and new gameplay features such as game-changing Ultimate abilities.
- Refactored the game FTUE flow, improving maintainability and doubling D3 retention.
- Improved the multiplayer experience of the game and fixed network-related problems.





Sky-Warriors (Android / iOS)

Multiplayer Air Combat game

- Participated in the game's conception and acted as lead engineer during Prototype.
- Successfully delivered an air combat game with intuitive controls on mobile.
- On pre-production, acted as full-stack engineer, acting both on Metagame (using GoLang) and on Gameplay.





Zooba: Zoo Battle Royale (Android / iOS)

Third person Battle Royale game

- Acted as Game Developer engineer before and after launch, on the UI team.
- Refactored the game's Onboarding on a separate framework that could be used without adding boilerplate code to existing Views and View Controllers.
- Worked closely to artists to deliver the best experience on content-heavy screens, like Inventory and Character screens.





Tennis Clash (Android / iOS)

Multiplayer tennis game

- Acted as Game Developer Engineer on the UI and Gameplay teams.
- Worked with Unity's ECS framework Entitas to debug and fix gameplay network problems.
- Participated in the engineering design of the Skins feature and worked with artists to efficiently integrate the assets on the client.

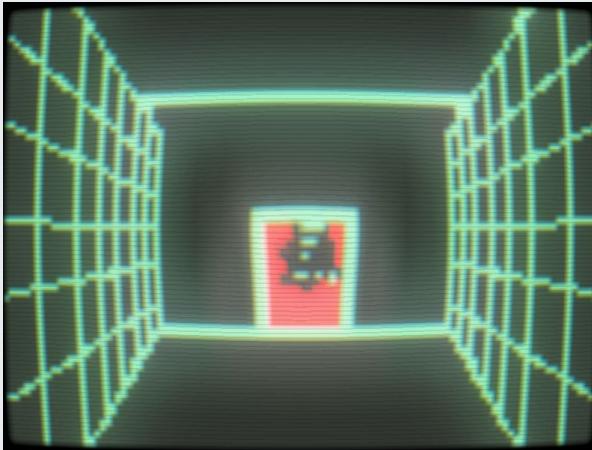


>devour

>devour (PC)

Horror-themed Adventure Text
made in Godot.

- Solo developer.
- Made in Godot.
- Created the three main elements of the game, which are open-source on my GitHub:
 - CRT effect (created in 2018)
 - Text Output framework (created in 2018)
 - Text Adventure engine (created in 2022)



You wake up in a room you don't remember you've been before. You SEE the room is filled with LOCKERS, and there is an open door to the NORTH. You are naked, and the only thing you are carrying is a WRISTWATCH that is not yours. You don't know why you are here.

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Published Prototypes



Singularity (iOS)

Single-player, first person Horror game with a sci-fi setup.

- Idea owner and project leader.
- Made in 4 days using the Godot game engine.
- Designed puzzle sequences and jump-scare moments that connected with the plot the team had in mind.





Light Speed (iOS)

Single-player, Rogue-like RPG inspired by FTL battles.

- Project leader.
- Made in 4 days using the Godot game engine.
- Engineered the battle and ship store integration so the player could customize the Ship with different kinds of weapons.





Catch the Goblin (iOS)

Multi-player LAN party game inspired by Nintendo Land's Mario Chase minigame.

- Idea owner and project leader.
- Made in 4 days using the Godot game engine.
- [Created and used EasyLAN](#), a Godot framework to easily setup a local LAN multiplayer game on any device.





Heart Beats: Love & Rhythm (iOS)

Single-player Visual Novel with Rhythm Game mesh-up.

- Worked in the Rhythm part of the game.
- Made in 4 days using the Unity game engine.
- Created a Level Editor so the Team's Musician could easily create the levels on their phone and share the level back to the team.
- Worked closely with the UI artist to deliver animations synced with the beats.





Deity Clash (iOS)

Multiplayer RTS Game

- Project leader.
- Made in 4 days using the Unity game engine.
- Developed a simple ECS-like framework on Unity to be used by prototypes, and used it to create a lockstep peer-to-peer multiplayer (inspired by an [AoE II multiplayer architecture article](#)).

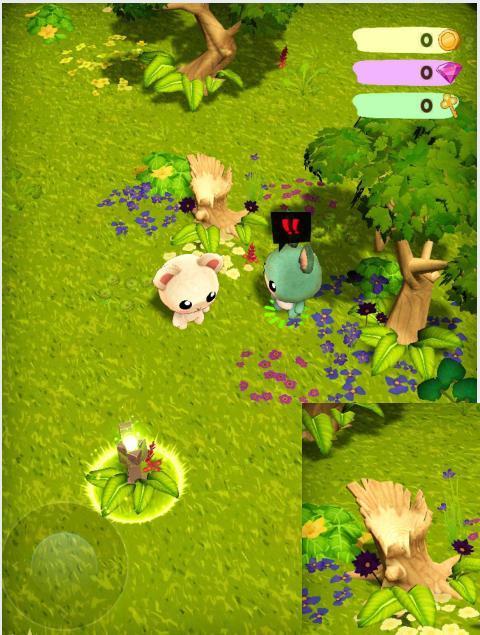




Battle Camp (iOS)

Single-player Archero-like game with Animal Crossing metagame.

- Idea owner and project leader.
- Made in 4 days using the Unity game engine.
- Used my ECS-like prototype framework to create a prototype content-heavy on metagame (with Gacha to unlock different characters and level-up abilities) and gameplay (with a roguelike experience similar to Archero).

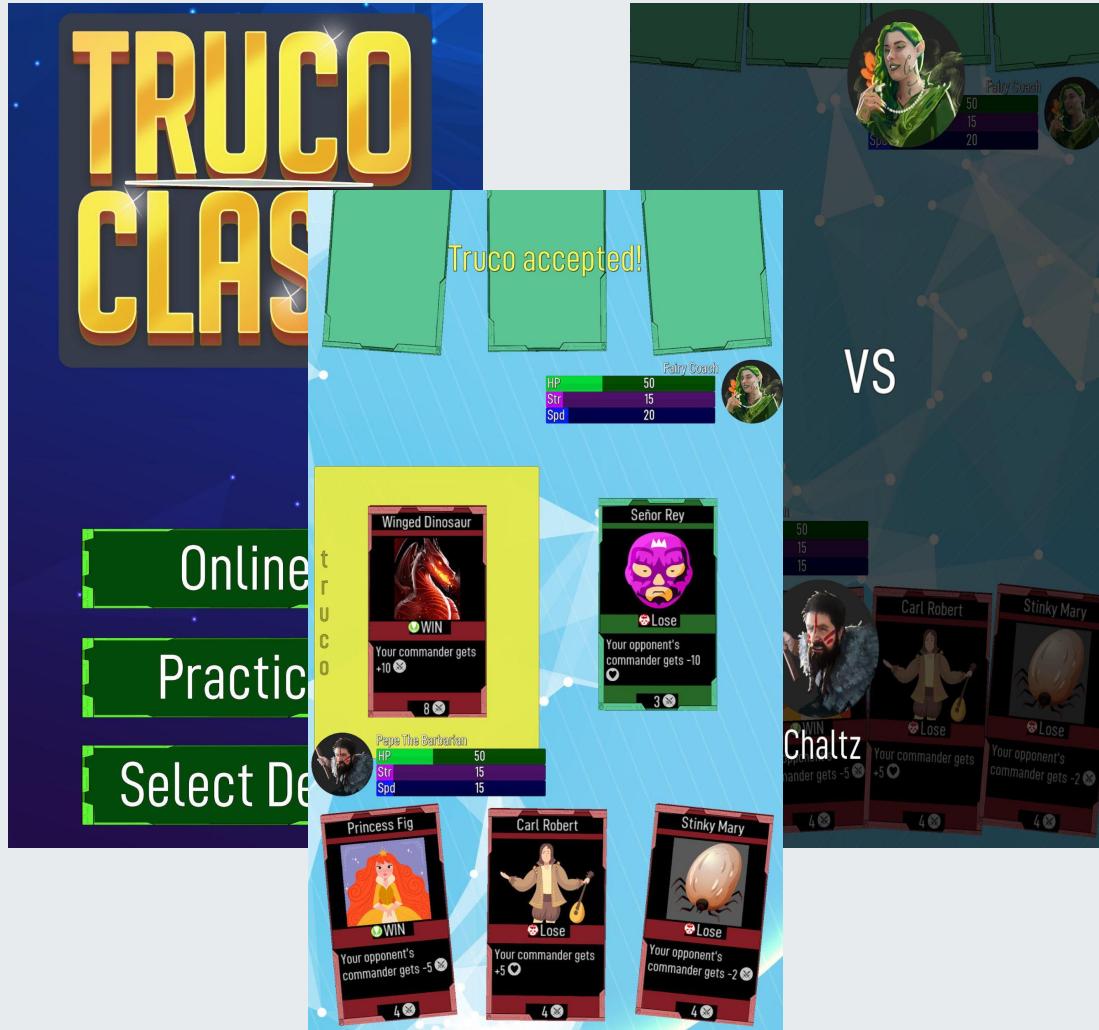




Truco-Clash (iOS)

Multiplayer card game inspired by Brazilian's game Truco.

- Project leader.
- Made in 4 days using the Godot Game Engine.
- Created a PoC Godot server instance that acted as matchmaking and Relay Server between peers connected via WebSocket.



Other Projects



EnginesDatabase

Crowd-sourced catalog of Game Engines and educational content

- Created a website listing more than 200 Game Engines and Frameworks, cataloged individually to help game developers looking for the best tools for the game they want to create.
- Made with Django and HTMX, using my own Web Scraper for the news tab, and deployed using Ansible on a DigitalOcean machine.

The screenshot shows a grid of game engine cards on the EnginestDatabase website. Each card includes the engine's name, a brief description, and a list of features and tags.

Order by	modd.io	Axmol Engine	Narrat Engine	Hology Engine
Engine name	Modd.io is a low-code game engine where you can play & make games all in a browser with built-in netcode and free server hosting.	Axmol Engine is an open-source, C++ multi-platform engine designed for mobile devices, desktop, and Xbox, well-suited for 2D game development.	Narrat is a beginner-friendly game engine for making narrative games with RPG features, visual novels, interactive fiction, and more.	A versatile game engine designed for creating 3D games and experiences. It includes landscape sculpting, a physics engine, customizable shaders, and procedural foliage generation.
Software license	2D Own Script Language Visual Programming Editor Open Metaverse	2D	RPG Interactive Fiction Visual Novel point&click Own Script Language	3D RPG Adventure Action AI/VR
Engine price model				
Size				
Development platforms				
Publishing platforms				
Programming languages				
Genre tags				
Feature tags				

Other engines listed include Bevy, Supernova, Defold, PyGame, KAPLAY, and GB Studio, each with their own unique features and tags.



Snake Versus

PoC Godot P2P Multiplayer game using WebRTC

- Created this PoC to test a multiplayer architecture in which I could iterate fast for P2P prototypes.
- WebRTC allows fast multiplayer connection without the need of implementing NAT punching techniques.
- [Wrote an article](#) about the architecture used in the project; source is [available on my GitHub](#).

