

Henri Clark

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hgsc45.github.io

Projects

A Game About Nothing

09/2024 - Present

2D/3D hybrid cinematic platformer

- Successfully created and presented initial game pitch which was selected via popular vote to be developed with a team of game design program classmates
- Project manager on game design and task management in Jira
- Technical artist creating various atmospheric shader effects including multiple types of dynamic fog, particle and material based fog using Unity shader graph
- Developed editor tools using Unity for use by artists to streamline camera angle placement and height map creation for various height based shader effects

Scourge

02/2024

2D top down turret defense game

- Lead gameplay programmer on a 2d top-down turret defense game
- Implemented dynamic lighting using Unity's universal render pipeline

Snek_Reckoning

01/2021 - 07/2021

2D top down tile based open world adventure game

- Created a fully dynamic procedurally generated tile based world using perlin noise and cellular automata
- Developed enemy pathfinding ai using a custom implementation of the a* algorithm in Godot while handling dynamically changing obstacles on a large tile based map
- Implemented background level loading using multithreading in GDScript

Education

Conestoga College – College Diploma in Game Design

09/2023 – Present

2 year diploma program covering all aspects of the game development process including c# programming using Unity, 3d modelling in Blender and Autodesk Maya, level design and full development courses involving team-based projects following the entire game design process from initial pitch to release.

Skills

- Programming (C, C#, GDScript)
- Game Engines (Unity, Godot)
- Shaders (Unity ShaderGraph, GLSL, HLSL)
- Graphics Programming (OpenGL)
- Project Management Tools (Jira)