

Star's End - MMORPG (2013 – 2020)

- Led development and design of an ambitious multiplayer online game involving large-scale, space-themed, team-based gameplay.
- Handled all aspects of game logic, engine customization (Unity 3D and Unreal Engine 4), AI design, and shader programming.
- Built over 300 custom icons, volumetric effects, and modular 3D spaceship models.
- Project required self-learning of game mechanics, business modeling, and pipeline creation, including procedural geometry generation and VFX design.