

Led development and design of an ambitious **multiplayer online game** involving large-scale, space-themed gameplay. I handled virtually all aspects of **game logic, engine customization (Unity 3D and Unreal Engine 4) from AI logic to shader programming**. Built over 300 custom **icons, volumetric effects, and modular 3D spaceship models, UI elements** and a myriad of tools. The project required self-learning of various skills from writing the background lore to refining of business models for monetization, a creation pipeline for assets, including all **graphics both 2D and 3D, procedural geometry generation logic, VFX and sound design**.