

Generated Versions:

Audio-Driven Immersion

Until now, adaptive audio in video games could only be effectively implemented via 3rd party software such as Wwise or Fmod.

This project uses a custom adaptive audio system to allow for efficient audio implementation and complete developer control.

This project uses a game space to demonstrate the viability of a custom adaptive audio system built purely in vanilla Blueprint.

Solo Execution

Historically, there has not yet been a solo developer who has released a AAA-caliber game within a condensed work period.

This project uses technical and inventive Blueprinting to accomplish large tasks with heightened efficiency.

This project builds an immersive experience that encapsulates each of my diverse skills within a single project, including programming, level design, and audio production/implementation.

Indie Experience

AAA-quality games have only been produced by large teams of experts up until this point.

This project contains graphics, audio, and gameplay and that rival AAA although developed by a single developer.

This project pushes the ceiling of a solo indie game utilizing new technology such as Unreal Engine 5 for development and FL Studio 21 (beta) for adaptive audio production.