Mathieu Bruguier

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Game Portfolio
Game Jam and Ludum Dare

What The Flush!?

https://www.youtube.com/watch?v=RPJqCAjaPoo
The first game I ever worked on, as a **Gameplay Programmer** in **C#**, using **XNA**. We received an award for it, and Eric Chahi (the man behind *Another World*, *Heart Of Darkness* and more recently *From Dust*) was part of the jury.

Bleed For Speed

http://2013.globalgamejam.org/2013/bleed-speed
Worked as a **Gameplay Programmer** in **C#**, using **XNA.**

Boom Box

http://ludumdare.com/compo/ludum-dare-26/?action=preview&uid=22857
Worked as a **Gameplay Programmer** in **C#**, using **XNA.**

EverSky

http://globalgamejam.org/2015/games/eversky
Worked as a **Game Designer** as well as **Gameplay Programmer** in **C#**, using **Unity.**

Personal Projects

Tessera (1-man project)

https://pankee.itch.io/tessera?secret=WbPOYV4BA9kR9AouUCb27UHJe04
A *Twin-stick shooter* with a twist, made in **Unity** (**C#**). The game is nowhere near finished since my professional projects have been taking up too much time for me to dedicate myself to it.

The goal of the game is to light up all the tiles in the arena. You can do so by killing enemies on specific tiles. Depending on the type of the enemy, they might light up a single tile or a whole line of them, and there's more patterns as well.

You can move the ship around with **WSAD**, aim and shoot with the mouse, and press the **Spacebar** to spawn some more enemies. Slow motion is randomly triggered from time to time, and there's no way to lose right now.