Your Name: Brian Camilo

Portfolio Item Name: Playable Games Scripts
Created for: CMPM 120, CMPM 170, CMPM 151
What part did you do? Mostly Everything on Individual work pages
What skills does it demonstrate? Creativity, Collaboration, Game Design, Leadership, C#, JavaScript, MetaSounds
Portfolio status: Finish
What would you do differently if you started this over? I would say some of the games still have bugs and would like to refine them.
What other work does this make you want to do? Transitioning from a Computer Science Game Designer to a Product Manager involves skill sets more than technical skills. This includes developing a strong understanding of the product life cycle, from ideation to launch, as well as enhancing business skills such as market analysis, and business modeling. I would like to know more about UX skills, focusing not only design but also on user research and testing.