Project: *Poker Face!*

Engine: Unreal Engine 5

Platform: PC

Genre: Simulation

Summary: This game was made for the 48-hour Global Game Jam 2026. We took the theme of "mask" to make a game about helping a man keep control of his face while at a hilarious funeral.

Game Design: I was the lead game designer, and came up with the idea for a game where you have to physically control someone's face. This was inspired by *Super Mario 64*, and various character creator systems.

Programming: I figured out how to create and rig a MetaHuman, plus I used Blueprints to link the sliders to the character's facial rig.

Narrative Design: I wrote the clown eulogy at the top, giving the game some much-needed context.