



Portfolio

Alexander Popov
Game Developer

Antiprism (Zero Fun, 2019-2021)

- VR shoot 'em up
- [PC \(Steam\)](#) & [Oculus Quest 2 \(App Lab\)](#)

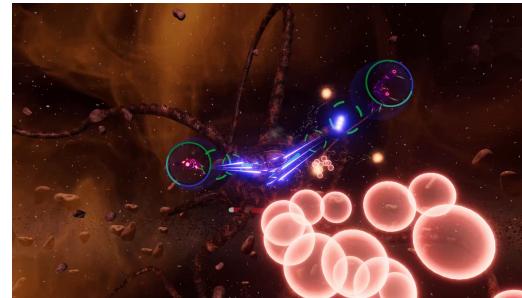
Contributions:

- Sole Unity developer & game designer
- Managed team of artists & sound engineers



Antiprism trailer (click to view)

Antiprism screenshots



Click for larger versions

WASD Corp (itch.io Community Game Jam, 2019)

- Arcade puzzle/platformer
- [PC \(itch.io\)](#)
- made in a week

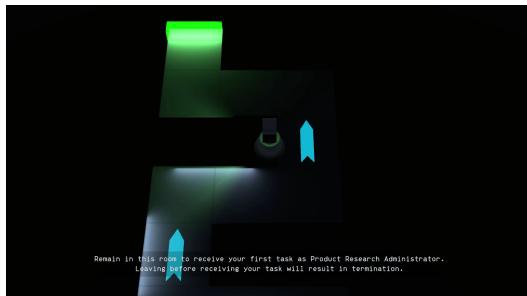
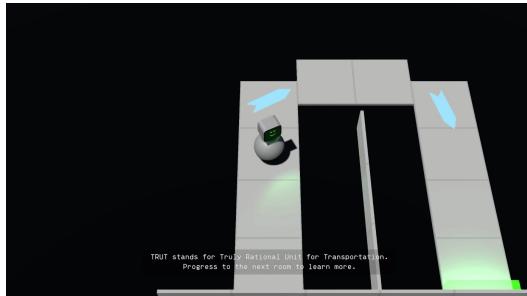
Contributions:

- Sole Unity developer & game designer



WASD Corp trailer (click to view)

WASD Corp screenshots



Click for larger versions

Copperbell (Zero Fun, 2018-2019)

- Casual arcade/platformer
- [PC \(Steam\)](#)

Contributions:

- Sole Unity developer & game designer
- Managed team of artists & sound engineers



Copperbell trailer (click to view)

Copperbell screenshots



Click for larger versions

Grimmwood (Big Moustache Games, 2017-2018)

- MMO Co-op strategy
- [PC \(Steam\)](#) (servers down & game inactive)

Contributions:

- Desktop client Unity developer



Grimmwood trailer (click to view)

Grimmwood screenshots



Click for larger versions

Balls! The Game (Imperia Online, 2017)

- Online arcade
- [Steam Greenlight](#) (game unpublished)

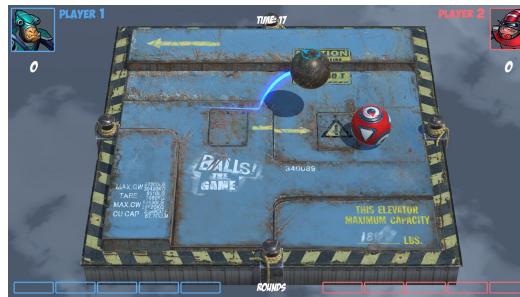
Contributions:

- Original game idea
- Sole Unity developer



Balls! The Game trailer (click to view)

Balls! The game screenshots



Click for larger versions

iOS games (Imperia Online)

Imperia Online iOS



- MMO strategy
- iOS team leader until 2016
- [App Store](#)

Mad Moles (2014)



[Mad Moles trailer \(click to view\)](#)

- Arcade
- Sole iOS developer
- Unavailable at this point

Golem Wars (2015)

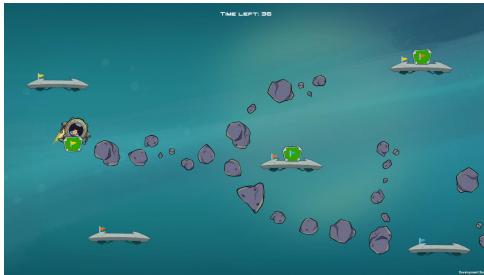


[Golem Wars trailer \(click to view\)](#)

- Strategy
- Sole iOS developer
- Unavailable at this point

Personal projects

Lander (2015)



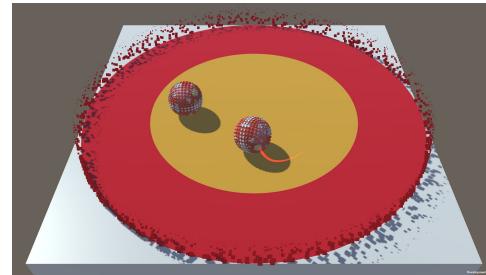
- Arcade
- Sole Unity developer
- [Github](#)

Gibrock (2016)



- Deathmatch
- Sole Unity developer
- [Github](#)

Sumo (2016)



- [Balls! The game prototype](#)
- Racing (single player) & deathmatch (multiplayer)
- Sole Unity developer
- [Github](#)