Pre Production for Zoie Tsoi's Portfolio

Pitchboard

Short Pitch:

This portfolio will be a representation of the work that Zoie Tsoi does for her Games and Interactive Media major at Michigan State University.

Long Pitch:

Zoie Tsoi does work in the fields of game programming, design, and art. This portfolio will showcase some of her classwork and personal projects. This portfolio's purpose is to show Zoie's skills to people that would further her career. These pieces of her work will show her technical ability, creativity, and teamwork skills. For each project, there will be a short description describing the piece, as well as Zoie's role in the process.

2-3 Personas:

Recruiters for Game Companies

Other Game Developers and Designers

Employers/Employees of Indie Companies and Start-Ups

2-3 comparative or competitive sites:

https://hugo.fyi/#

http://www.jayvanhutten.com/

http://www.davidshaver.net/

Shorthand Flow

HOME SCREEN

header

Click HOME → returns home

Click COURSE WORK → scrolls down page to course work section
click one of the pictures / courses

Click PROJECTS → scrolls down page to course work section
click one of the pictures / projects

Click ABOUT ME → scrolls down to about me section

Click CONTACT → scrolls down to contact section
click links: email, itch.io, linkedin

information on course projects
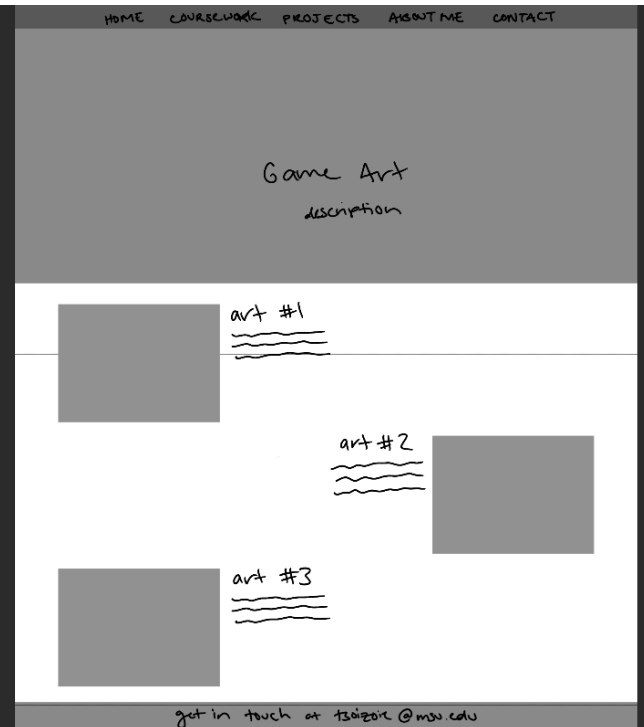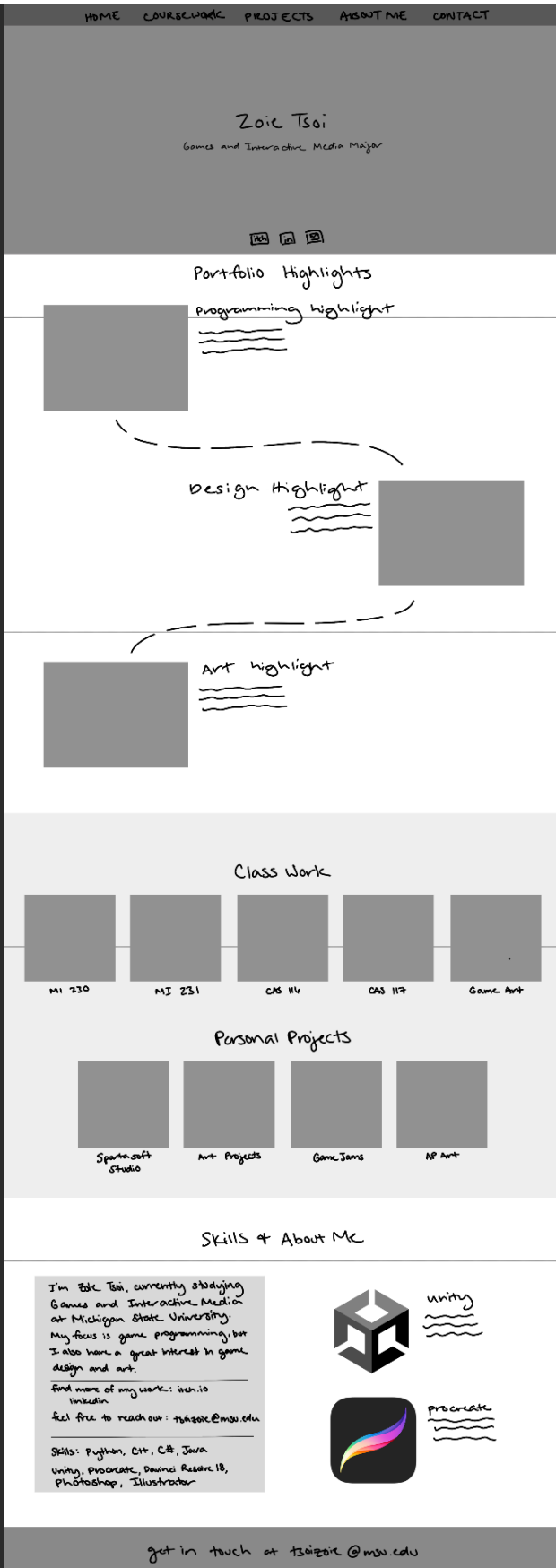--------------
links to videos / itch.io page
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click back to home
or on banner

information on projects
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links to videos / itch.io page
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click back to home
or on banner

Wireframe

Zoic Tsoi
Games and Interactive Media Major

Portfolio Highlights
Programming highlight

Design Highlight

Art highlight

Class Work

MI 230   MI 231   CAS 116   CAS 117   Game Art

Personal Projects

Sparta soft Studio   Art Projects   Game Jams   AP Art

Skills & About Me

I'm Zoic Tsoi, currently studying Games and Interactive Media at Michigan State University. My focus is game programming, but I also have a great interest in game design and art.

Find more of my work: itch.io
linkedin

feel free to reach out: tsoizoic@msu.edu

Skills: Python, C++, C#, Java
Unity, Procreate, Davinci Resolve 18, Photoshop, Illustrator

unity

procreate

get in touch at tsoizoic@msu.edu

Game Art
description

art #1

art #2

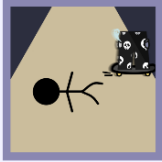art #3

get in touch at tsoizoic@msu.edu

Comp

ZOIE TSOI
Games and Interactive Media Major

Portfolio Highlights

Scary Pants
Programming Highlight
MI 231 - Spring Semester 2023

The task was to create a game of your own design. We created a horror maze game.
Along with my teammate, I worked on every aspect of the game, including programming, design, and art.

Dinner with a Sinner
Design Highlight
MI 230 - Spring Semester 2023

This is a Print & Play, murder-mystery board game for 3-6 players. Players must try to figure out who the murderer is by figuring evidence.
I did all of the art in this game, and collaborated with my partner on the design.

Curiosity Killed?
Art Highlight
MI 230 - Spring Semester 2023

The task was to create a non-digital game of your own design. This is a Print & Play, supernatural, adventure RPG.
This was a solo project. I designed the game and created the art.

Course Work

MI 230   MI 231   CAS 116   CAS 117   Game Art

Personal Projects

Spartasoft Studios   Art Projects   Game Jams   AP Art

Skills

Unity   Procreate   Adobe Photoshop   Figma   Davinci Resolve 18

About Me

Originally from the Bay Area, California, I am now in my second-year studying at Michigan State University for a Bachelor of Arts in Games and Interactive Media, as well as pursuing a minor in Computer Science. While my focus is game programming, I also have a great interest in game design and art.

Feel free to reach out to tsoizoie@msu.edu

Skills: Python, C++, C#, Java, Unity, Davinci Resolve 18, Adobe Photoshop and Illustrator
Other Related Courses: CSE 231, CSE 230, MI 339, MI 349

MI 230
Game Design

In this course, we were tasked with creating our own non-digital games. We were free to design what we wanted, how we wanted.
Course taken in Spring Semester of 2023.

Dinner with a Sinner
Final draft submitted April 30th, 2023

This is a Print & Play, murder-mystery board game for 3-6 players. Players must try to figure out who the murderer is by figuring out evidence.
This was a collaborative project with one other person.
My role: Concept Design (collaborative), Game Art

zoietsoi.itch.io/dinner-with-a-sinner

Curiosity Killed?
Final draft submitted March 15th, 2023

This is a Print & Play, supernatural, adventure RPG. You create your own unique story by rolling the dice and moving your stats.
My role: This was a solo project. I designed the game and created the art for this.

zoietsoi.itch.io/curiosity-killed