

Jakub Czaja

Portfolio

A dark blue diagonal gradient bar that starts from the bottom left corner and extends towards the top right corner, covering the lower half of the page.

About me

I make games

Arboria

Troll equipped with scythe and shield



First commercial game I worked on.

Arboria is a 3D rogue-lite in which player takes control over a dungeon exploring troll. Goal of each troll is to protect their village patriarch: Father Tree

During the quest troll has access to mutagenic weapons and modifications. Each of troll's skill and weapons are mutations of its body

Arboria

Troll being born: character selection screen



Troll discovering dungeon's secrets



Astro monkey



Sci-fi top-down shooter featuring monkey, aliens and bananas. Created with two of my colleagues (Maciej Nabiałczyk and Artur Mokrosiński) using the Monogame framework (C#)

The player takes control over monkey traveling through space on it's spaceship, B7. The monkey was sent to Mars by ancient Egyptians with the task of taking care of martian crops. Unfortunately due to shortage of nuts (the ships fuel and coincidentally the favorite snack of the only crew member) the ship starts going off-course. After a few months of banana consumption and drifting through space the monkey comes into contact with hostile aliens driven by sick desire to destroy anything that contains even slightest traces of bananas. Armed with conventional and biological weaponry brave monkey explores the ships corridors and lays waste to countless aliens (while consuming more bananas)

Astro monkey

Monkey using shotgun weapon against multiple enemies



Rocket launcher weapon



Untitled game

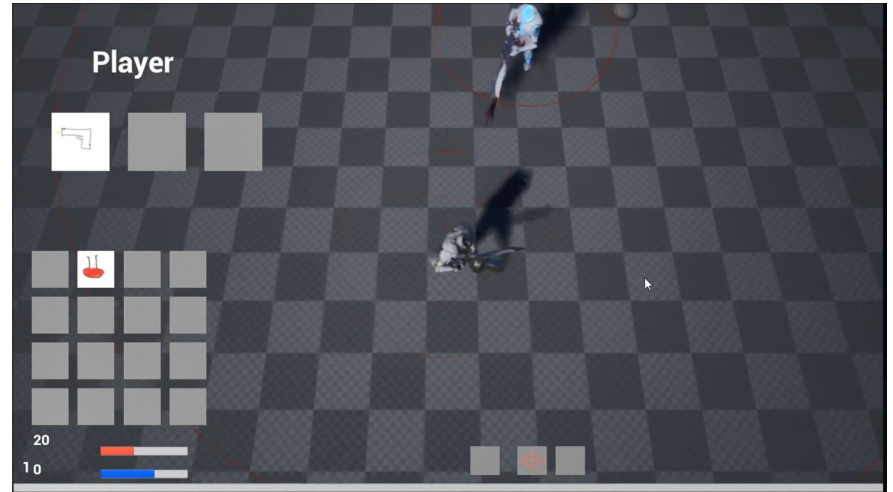


Fight with an AI enemy
Visible pickup items and player HUD

My first bigger Unreal Engine 4 project.

Simple Hack'n'Slash game prototype. Implemented features include pickup items, character attributes, simple AI, experience and leveling system and a few other small additions.

The project was meant to be a playground for learning the engine.



Player inventory screen

Battle tanks

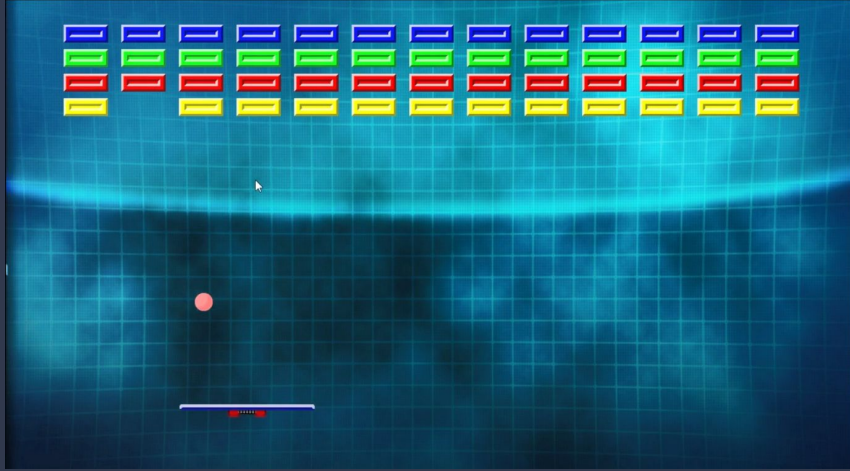


Bigger and better Unreal Engine 4 project

Tank simulator game. Player takes control of physics-driven tank and fights other tanks.

The game features component based tanks, simple AI and minimalistic maps.

Arkanoid



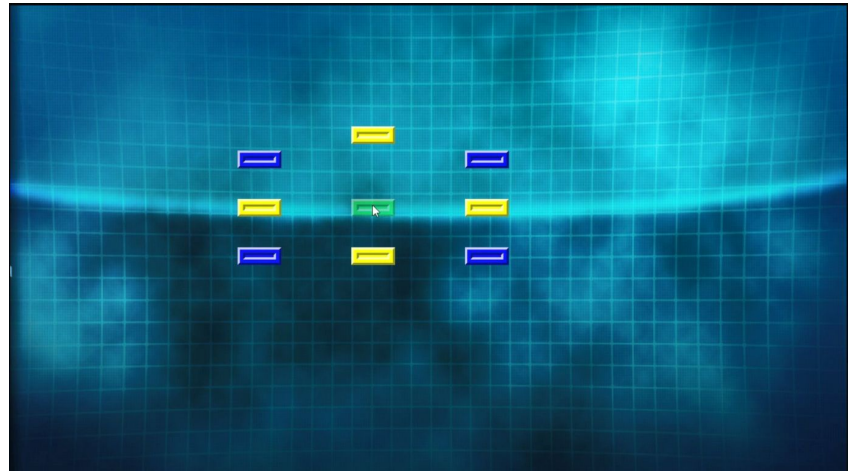
Game screen

Simple Arkanoid clone game

Made using SFML library with C++

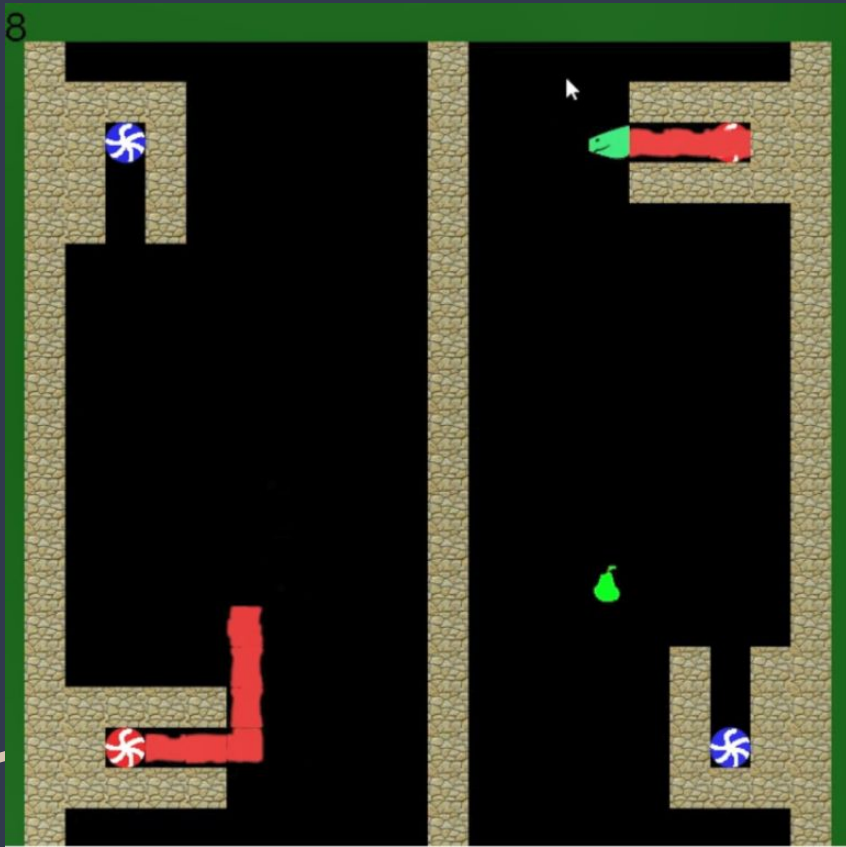
As an extra there is an external level editor tool

Level editor tool



Snake

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Over the years the snake game has become a benchmark and almost a meme for me. Almost every time I have learned a new language or framework I would make a snake game. On the picture is a snake game made in Java (with an additional twist of teleports mechanic)

This is not a complete set of my works. Most of my projects was not made with putting them in a portfolio in mind, many of them have been lost somewhere along the line. Of course I have also made non-game projects.

Feel free to check out my video portfolio at <https://youtu.be/QQMU9OAWIq4>

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