Passionate and motivated. I am continually striving to expand my knowledge base, improve my techniques, and broaden my skill set. Every new experience is an opportunity to grow. Each of my projects, both solo and collaborative, have been instrumental in this growth. Providing me the skills, work ethic and creativity necessary to compete in my field. I hope you enjoy my portfolio. Please feel free to get in touch with any questions or to discuss anything further.

Avocadad’s children have run off into the forest! His task in this game is to find them and bring them back home safely. He must do this before dark fall. It will not be easy. The forest holds many dangerous predators for the worried and anxious avocado. He must be careful, avoiding the danger so that he may bring them home and not lose his children again.

Security is a unilateral game involving a one-person security team in control of up to four pieces in competition with a team of up to four spies in control of up to 40 pieces. One team is attempting to steal information from the facility while the other is doing all they can to stop them only one team can win.

The whole first sentence is a huge run-on and I know I have no background, but I have no idea what you are saying here. Is this the idea? If not, keep the format and change what it actually is…

Security is a unilateral game wherein a one-person security team must try and stop sensitive information from being stolen from the facility. The odds are against them as they can control up to four pieces and they are up against a team of up to four spies in control of up to 40 pieces. They will have to use everything available to them as only one team can win.

The game is all about what the player wants to do. Specifically, it is about a monster that holds a job office and is trying to complete their daily tasks, but really, I wanted to provide as much freedom to the player as possible, being able to interact with everything and complete those tasks in whatever way they like is what it is really about.

Imagine having to do a job that you really are not equipped to do. This game takes that idea to a fun level. You are an exceptionally large monster that is working an office job. You are too big, too clumsy and you scare your co-workers. Despite this, you have a job to do. This game is all about player freedom. The monster is able to interact with everything in the office space. There are tasks to complete however they can be completed in novel, fun and creative ways. It is all up to the player.

And, why is it Jobzilla simulator 2013???

There are a couple of CV tweaks coming.

As an aside. I am so impressed with what you created. I cannot even wrap my brain around how any of this is done. I think it’s important to see it from a non-computer person perspective. Many HR folks do not have the background of the company. And, English, style and grammar still count 😊

I shall not touch the research part as it is way above my knowledge base

Love you!!!