

GAME PROJECTS

| 2012

The Ouroboric Valley Tribes and the Great Famine of 0 BC (XNA)

Global Game Jam 2012. Strategic resource collection game. Provided art assets.

| 2011

Bank Employee Robbery Training [BERT] (Unity)

A serious game intended to train bank employees on proper procedure during a bank robbery. This was a term project. Provided menus, icons, HUD, 3D environments and props.

| 2011

Ring of Fire (Unity)

Global Game Jam 2011. An AI based area control game. Provided art assets.

| 2010

Colorium (Unity)

Puzzle platformer where enabling a specific color allow for a specific action. Created in 22 hours at a local game jam. Provided art, sprites and other visual assets.

| 2010

Bullet Hell (Game Maker 8)

A survival shoot 'em up game. Created in 17 hours at a local game jam. Provided 2D sprites, menu, HUD and other assets for the game.

| 2009

Down/Slope (WildMagic++ Game Engine)

Gravity based luge racing game with traps and items similar to Mario Kart. Worked as lead artist on concept arts, in-game models, textures and some level design.

| 2008

The World Hates Jack (Torque Game Builder)

A 2D side scrolling puzzle game. Main objective is to delay "Jack" from getting home to his wife in time. This is done through placing distractions (malls, theaters, brothels) in his way. Worked as 2D artist providing sprites, menu, HUD and other assets.