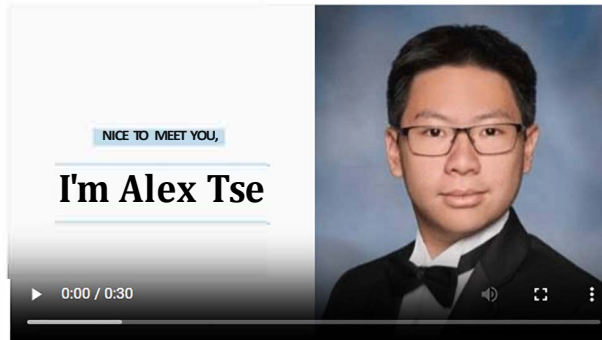


Personal Portfolio



I like to ...

I like to create software applications. I draw my project inspirations from various software products such as video games.

How I got started ...

I taught myself how to program on Unity 3D during high school. Later I began learning other programming languages (C#, C++, Java, Python, etc.) in college. In addition I've built projects using the agile development approach.

The projects you see below are video game projects because it is easier to demonstrate my programming skills this way. I am looking to expand into other applications.

This is what I've built...

Unity Crash Cutscene - Solo Project

Role: Developer- Duration: 1 week- Platform: Unity 3d, Visual Studio

A very short demonstration of my ability to use Unity Cinemachine to create a short cutscene.



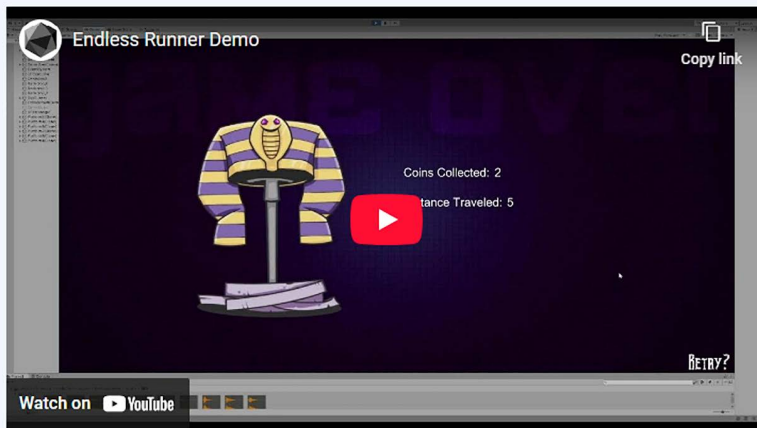
KEY FEATURES

- 1 Panning Camera
- 2 Cinemachine
- 3 Timeline
- 4 Cutscene for players

Unity Animation and Game Over Screen - Solo Project

Role: Developer- Duration: 4 weeks (part-time)- Platform: Unity 3d, Visual Studio

I am currently studying for my Unity Developer certification. So I put this small project together to show off my programming skills.



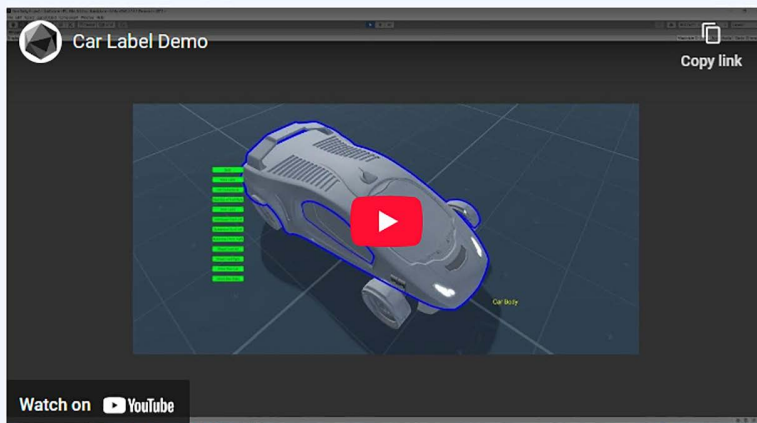
KEY FEATURES

- 1 Single player, endless runner
- 2 Collectables and score
 - 1 Coin grab
 - 2 Distance counter
 - 3 Powerups
- 3 Retry option and game over
- 4 Sound effects and background music

Simple Car Label - Solo Project

Role: Developer- Duration: 2 Days - Platform: Unity 3d, Visual Studio

I worked on a small project challenge that allows me to select different parts of a car and move between cameras. This is great for demonstrating an object with a 3d environment.



KEY FEATURES

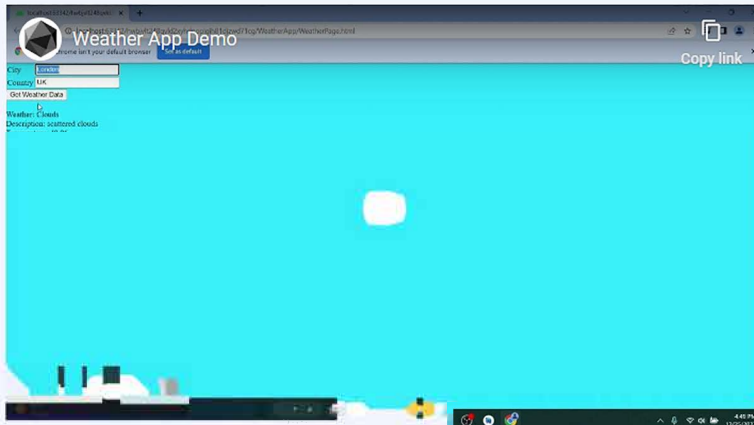
- 1 Change cameras around a car
- 2 Highlight selectable parts of a car
- 3 Invoke button behavior when selecting a 3d object
- 4 Change the text of a label depending on the selected part

[Download The Project](#)

Weather App - Solo Project

Role: Developer, QA - Duration: 10 weeks - Platform: HTML, JQuery, CSS

During Fall 2022, I coded this weather application in HTML. I used JQuery functions to get weather info from a weather API for any city. In this project, I demonstrated how to manage other files and outside features such as API calls and CSS scripts alongside the main HTML code.



[Download Zip File](#)

HTML



KEY FEATURES

Newly Acquired Skills

- 1 HTML Webpages
- 2 JQuery API calls
- 3 File Management

Lightwars - Team Project

Role: Lead Game Designer, Project Manager- Duration: 14 weeks - Platform: Unreal Engine 4

Starting in the Summer 2021 I was the project manager, recruiter, creative lead and game developer on a school project at New Jersey Institute of Technology. Together with my teammates: a modeler, and a networking specialist, we started a first person shooter game inspired by Splatoon and Team Fortress 2.

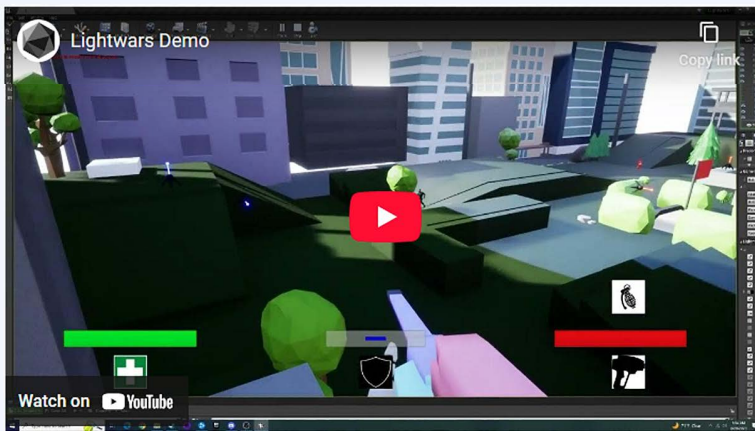
During the Fall 2021, I continued to develop this first person shooter game on my own. I used the Unreal Engine 4 blueprint system, UMG and C++ to add on more features.

During Summer 2023 I worked on creating enemy players to compete against the player in the arena.



KEY FEATURES

Game Level Features



- 1 Hub world for the player to enter various levels
- 2 Large map for combat & multiplayer matches
- 3 Target practice room
- 4 Red team bots who shoot at the player

Player Features

- 1 UI that tracks health, shield and the player's ammo pool
 - 2 A universal ammo pool from which the player's weapons and throwables draw ammo
 - 3 A shield that temporarily makes the player invulnerable to damage
 - 4 AI turrets that can kill players and distinguish friend from foe
- s Background music
- 6 Menu

Project A - Team Project

Role: Developer- Duration: 10 weeks- Platform: Unity

During Spring 2021, I worked in a group to create a first person VR game using Unity game engine. This is a stealth game because we added the ability for the AI to detect and react to the sound and movement of the player.

As the modeler on the project, I built the in game weaponry using Blender. I also added AI character models and animations.



[Download Game](#)



- 1 Create a first person VR game
- 2 Create a stealth game where the player infiltrates a Cuban drug cartel base
- 3 Create an end goal for the player in the form of stealing a briefcase

KEY FEATURES

- 1 Stealth system (AI can detect & react to player's sound and movement)
- 2 Shooting system (ammo pool)
- 3 Weapon modification (laser sight)
- 4 Patrolling AI

Conquest of Tides - Team Project

Role: Developer- Duration 10 weeks - Platform: Unity, Haguichi Server,



During the Spring 2021 semester, I worked in a group of four people. We developed a multiplayer, card based game. The game was modeled after other card dueling games. We added a feature where the stats of each card is affected by the real world weather that is retrieved via an API call to the local weather station.

As the webpage and networking specialist on the project, I built various HTML based web pages for player registration and sign in as well as to track and store player scores & match history. I also programmed a hot standby server for this game.



Download Game

PROJECT SCOPE

- 1 Create a website for match history and downloading the game
- 2 Create a 20 multiplayer game on Unity
- 3 Create a server
- 4 Create a database to store user information and match history

KEY FEATURES

Here is a list of features that were in the project

- 1 Login and registration
- 2 Match history
- 3 Downloadable executable
- 4 API that calls the local weather station which will give buffs and debuffs to various cards

[Click here for Resume](#)