This portfolio consists of two prototypes. The first is titled "Pokémon Paper Person," and was a small prototype used to get familiar with Gamemaker. It is controlled with the arrow keys and the goal is to reach all the doors of the houses without getting hit by any of the randomly moving enemies, you can also hide behind trees to avoid being hit. I do not own the art assets and the game is only intended for learning and demonstration, all Pokémon assets belong to Nintendo. The second is my final project for a game design course, called "Dark One," and is a simple prototype that demonstrates some of the skills learned over that semester. It is also controlled by the arrow keys, and shows some basic features like hit detection, invincibility frames, enemy AI, and various visual effects.

I am currently working as a designer and writer for a small independent game as part of a team, but the game is only in the planning phases, and as such, there is nothing to show beyond our concept docs, and an explanation of some of our early gameplay and boss/enemy designs, which can be elaborated on upon request.