



itch.io



Game Jam

When the opportunity to work passionately with friends and colleagues over an intense weekend I jumped right on-board for EAL Game Jam.

Over 48 hours our multifaceted team brainstormed, sketched, programmed and published a game using Unreal Engine, Autodesk Maya and the Adobe bundle.

My role on the deck was user-interface and concept designer; working day and night, influencing the work of my team and reacting on their feedback.

I grew after having worked on a tight schedule, reacting to constant changes and working in very close proximity with my team for 2 days and nights.

To try the desktop game download from the link - We were the runner up.
<https://tehwave.itch.io/torpedo-trump-make-america-great-again>