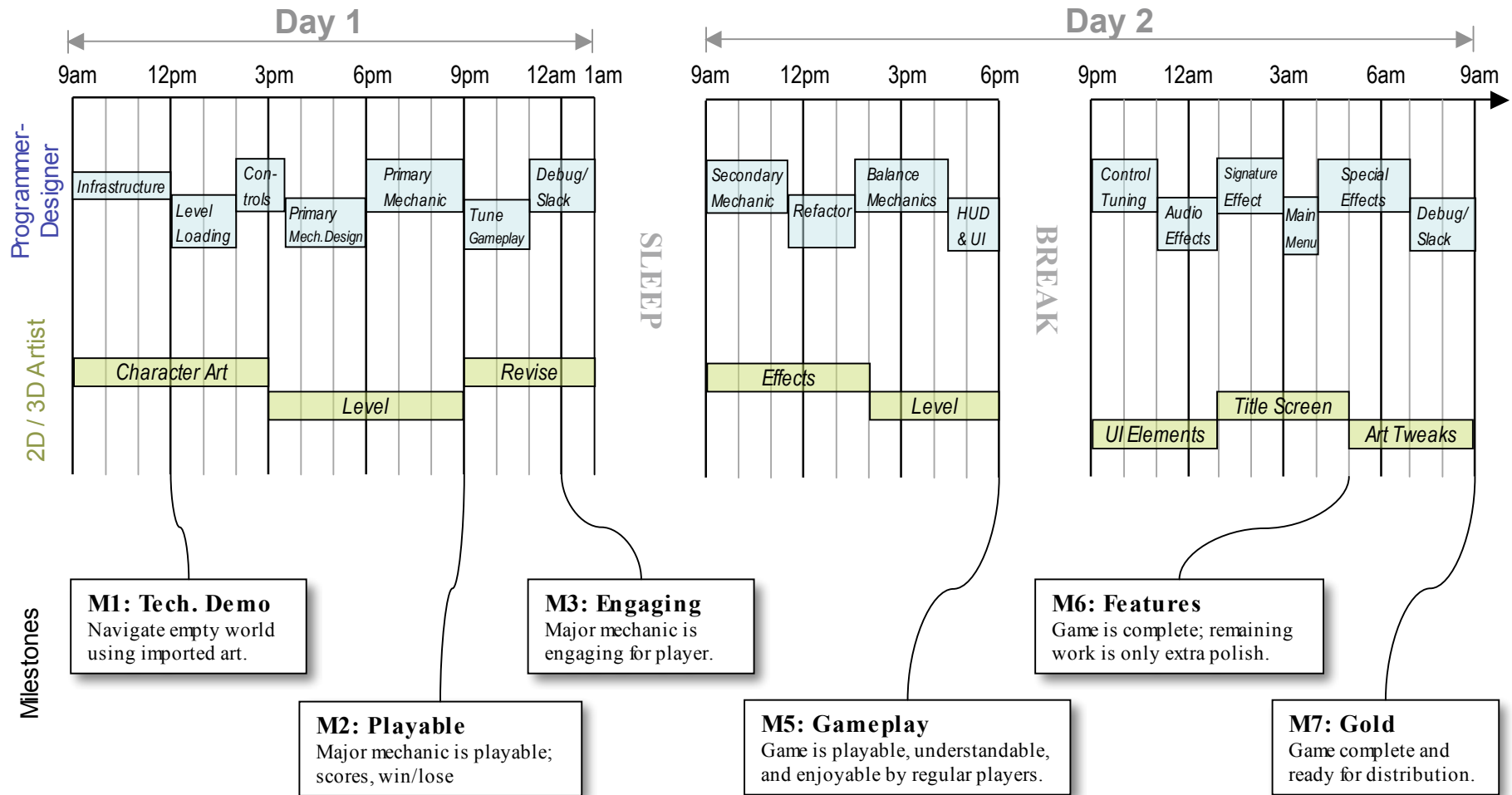


48-Hour Video Game Contest

Programmer/Designer, Artist



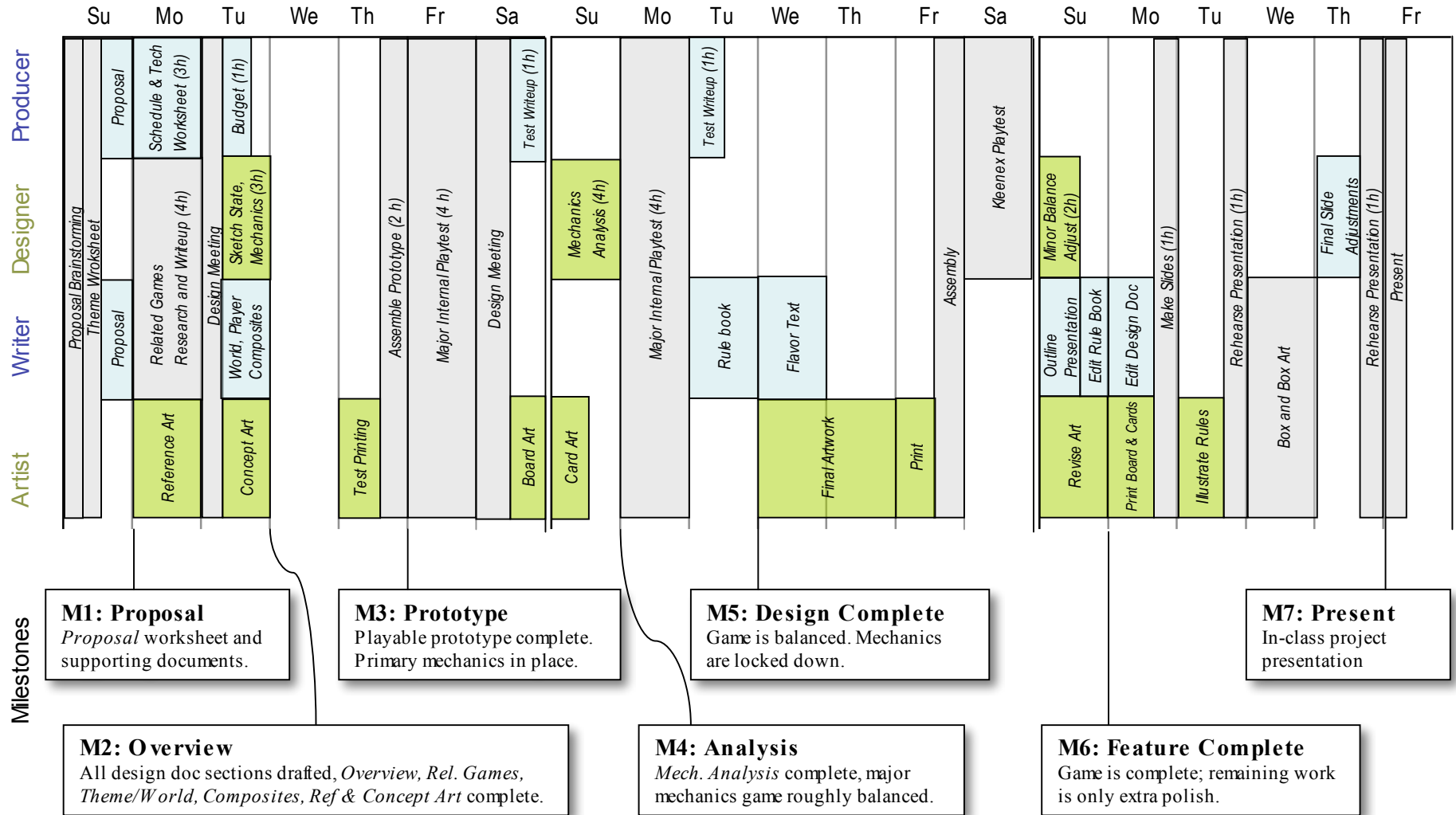
3-Week Board Game Student Project

Producer, Designer, Artist, Writer

Week 1: Preproduction

Week 2: Production

Week 3: Polish



Production

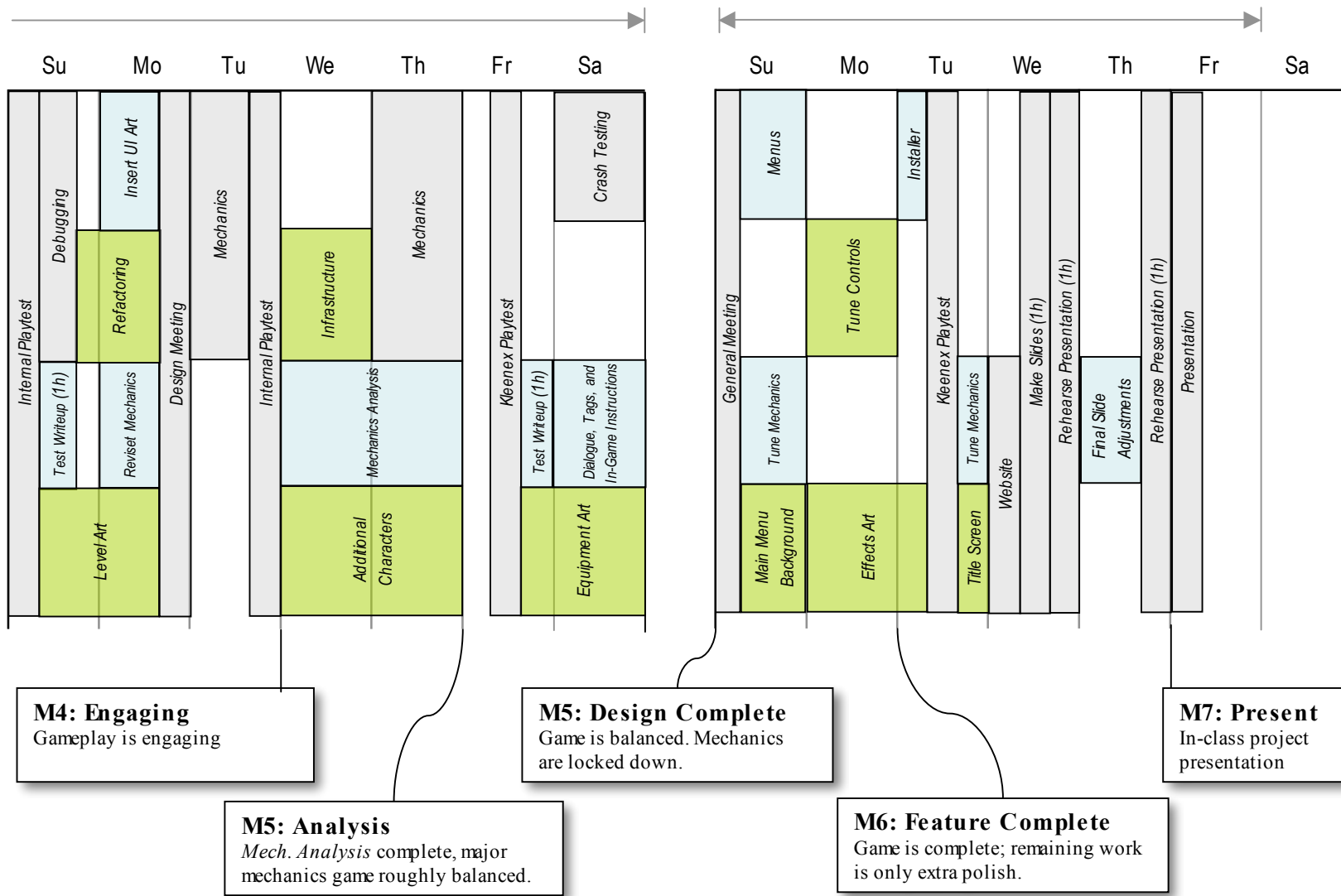
Polish

Milestones

Artists

Designer / Programmer / Writer

Producer / Programmer



2-Year Commercial Video Game

5 Programmers, 20 Artists

