Game UI Portfolio

Giorgio Perri

[Project Repo]

Project #01

Editable Journal, Concept

Editable Journal, In Engine - Video

INVENTORY

CPD-0

SWEET SHOT™

2 NOTED SYNERGIES

This component can be syntonyzed to different frequecies, short and long range.
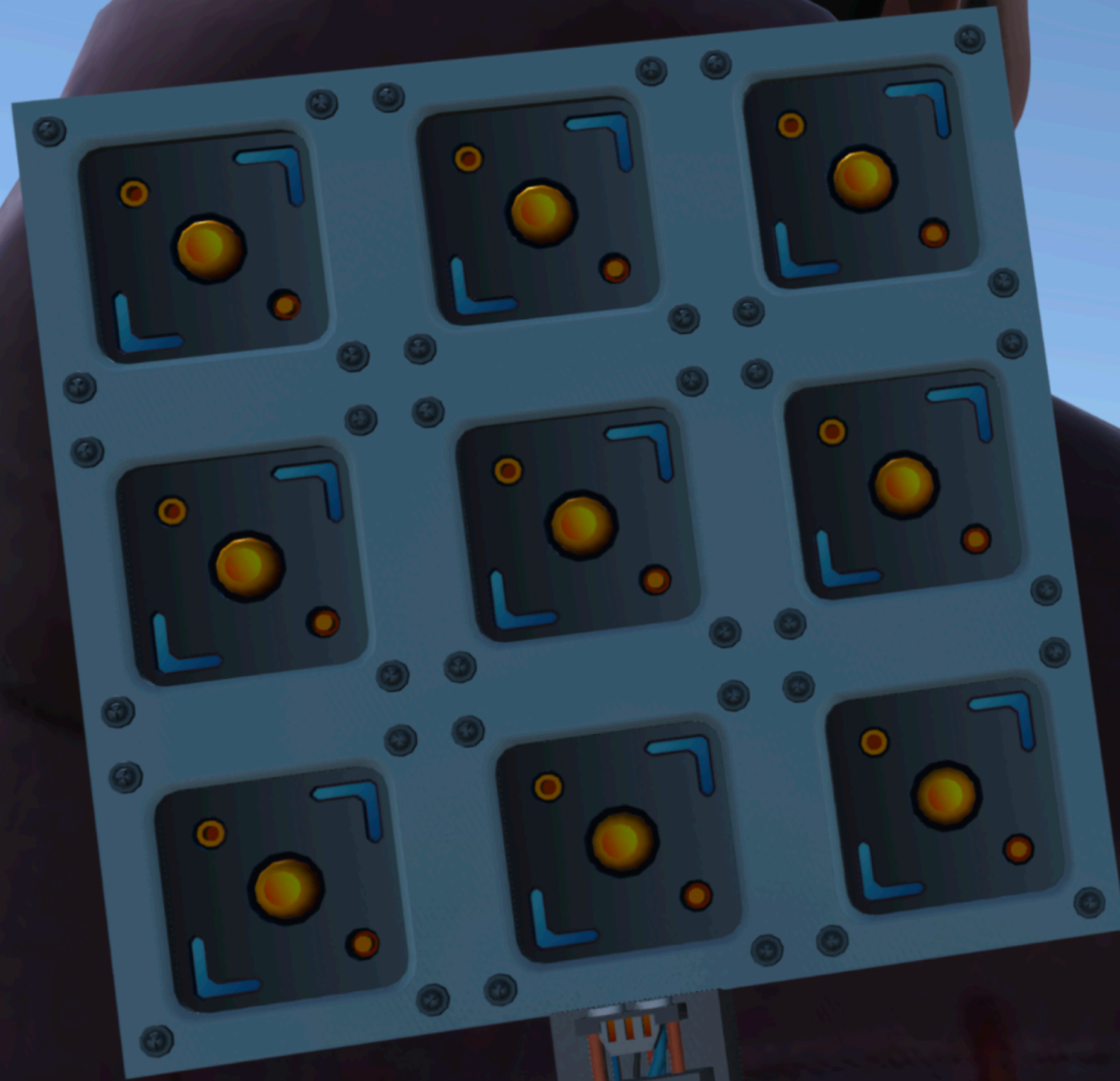
OPEN IN GRIMOIRE | INSTALL | DROP

Inventory, Concept
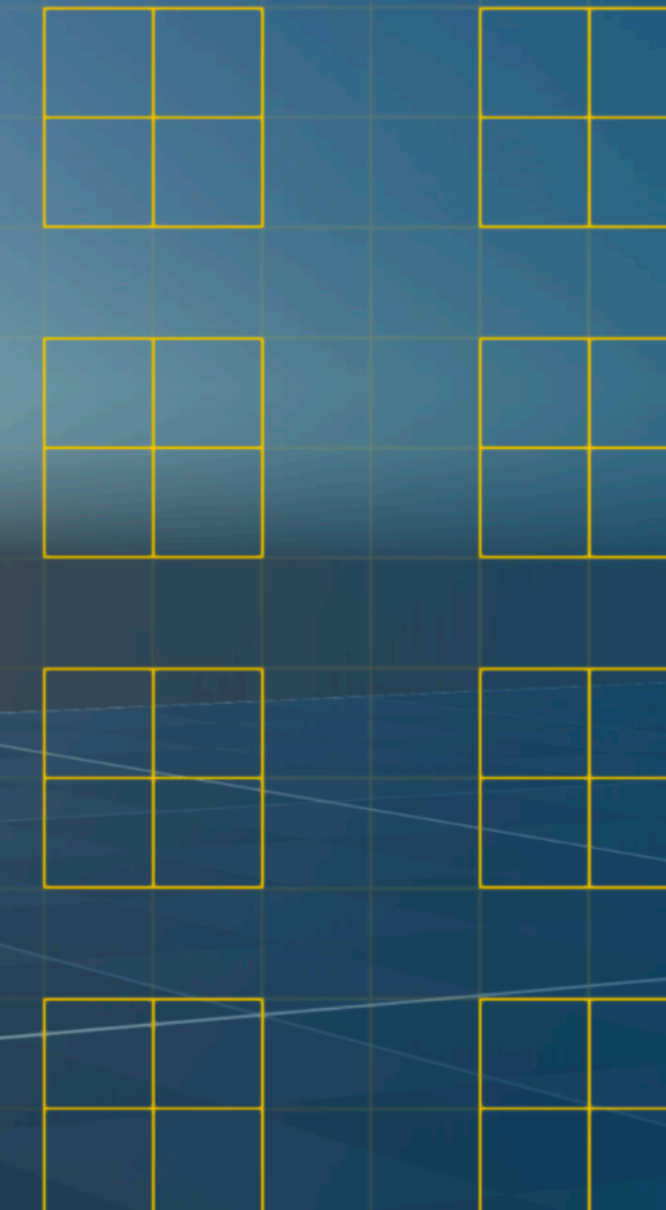
Inventory, In Engine

Hellswing

Project #02

Component Atomic Design

Digital Audio Workstation, Concept

Digital Audio Workstation, In Engine

Ensouled

Project #03

Dialogue, Concept
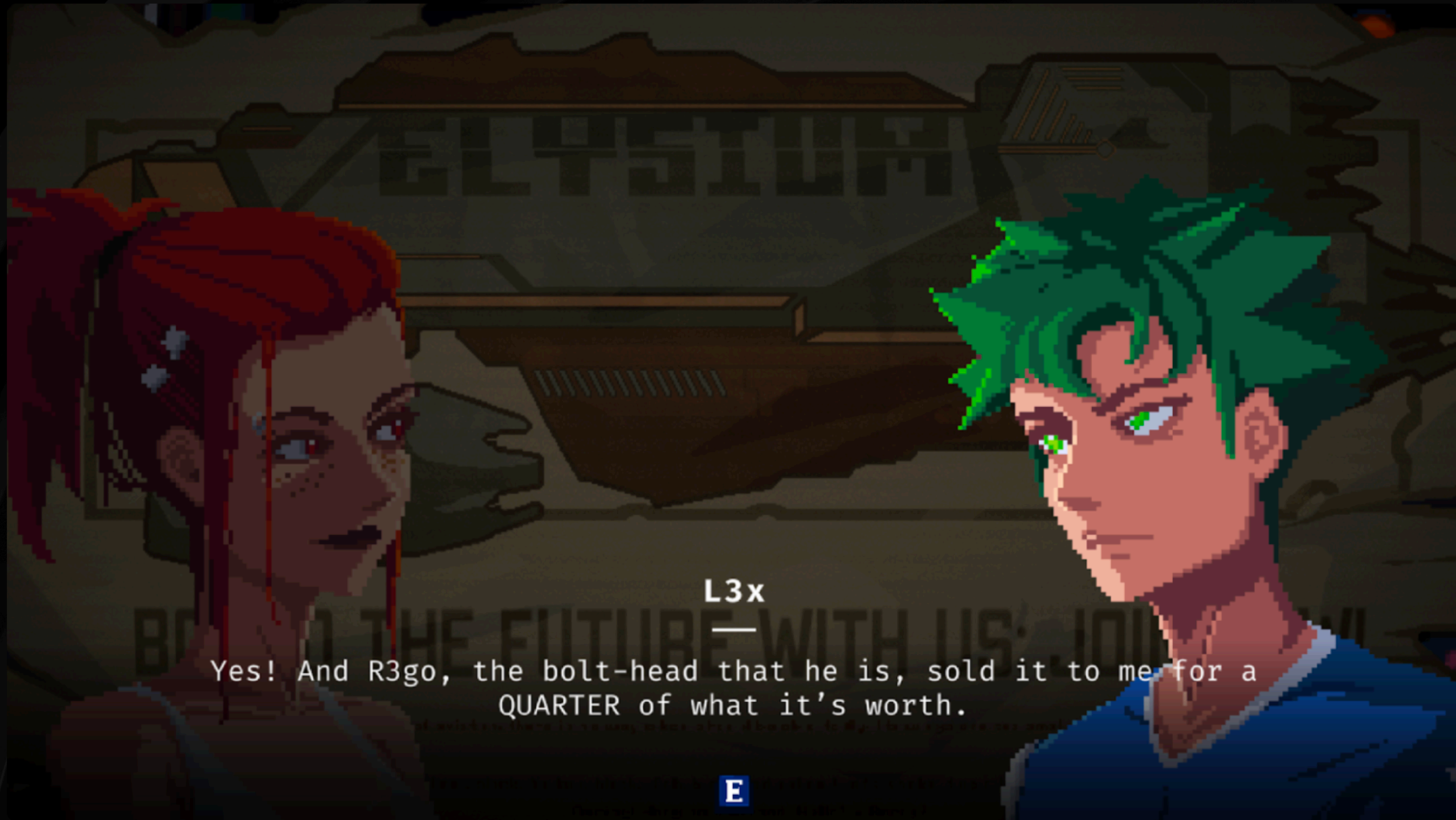
L3x

—

Yes! And R3go, the bolt-head that he is, sold it to me for a QUARTER of what it's worth.
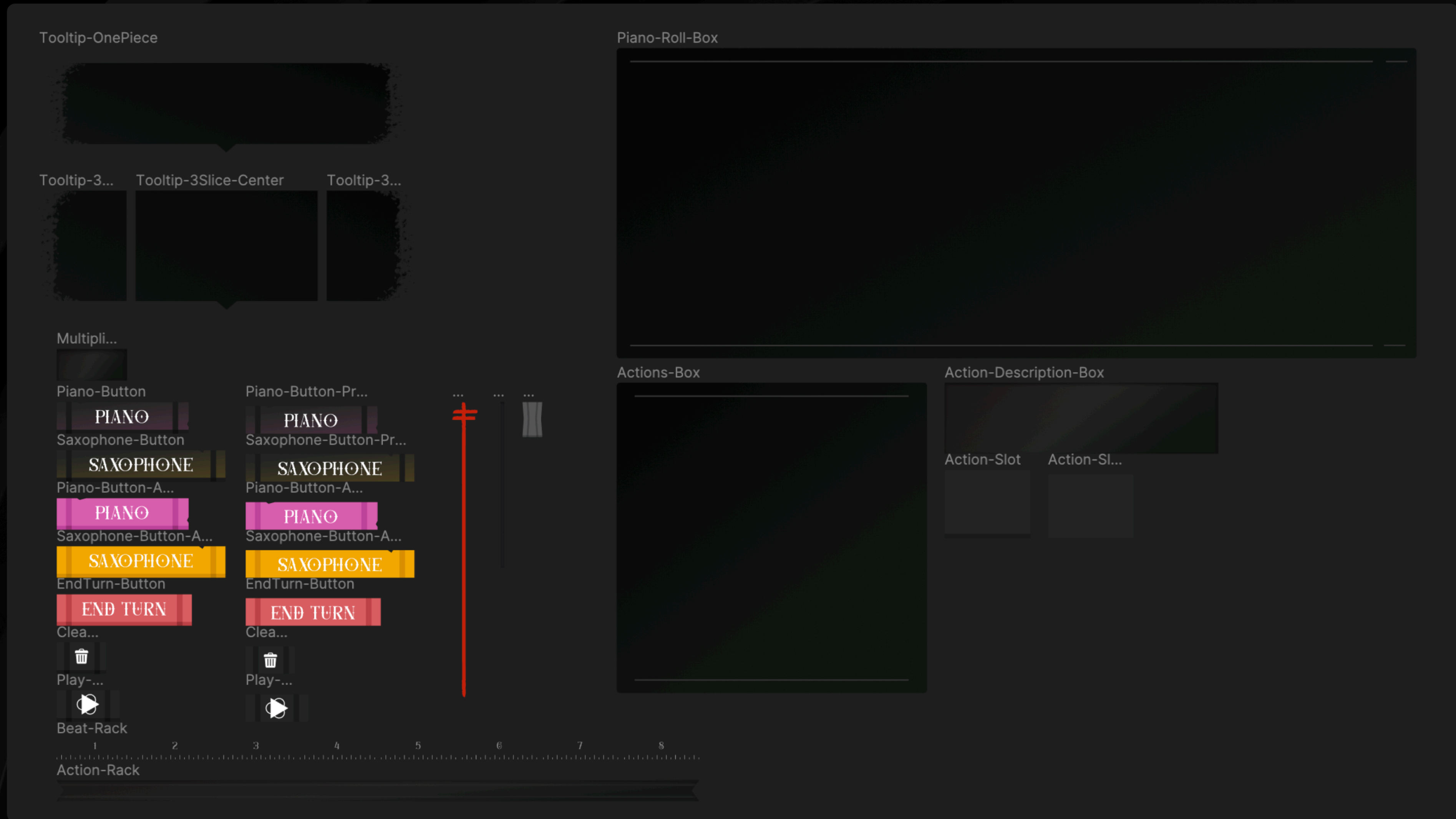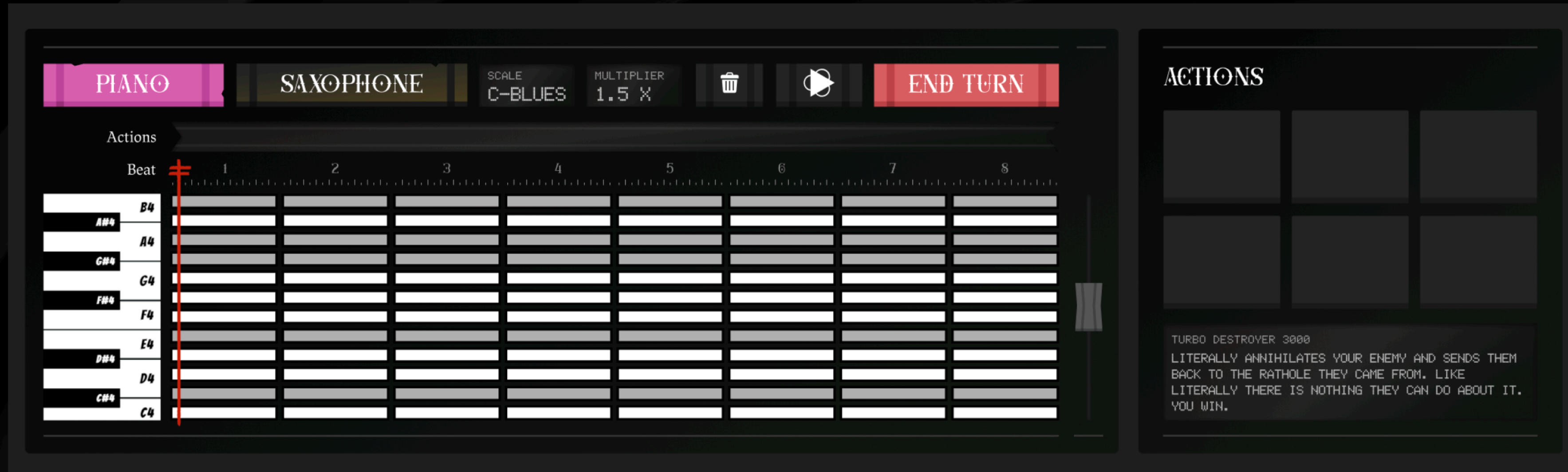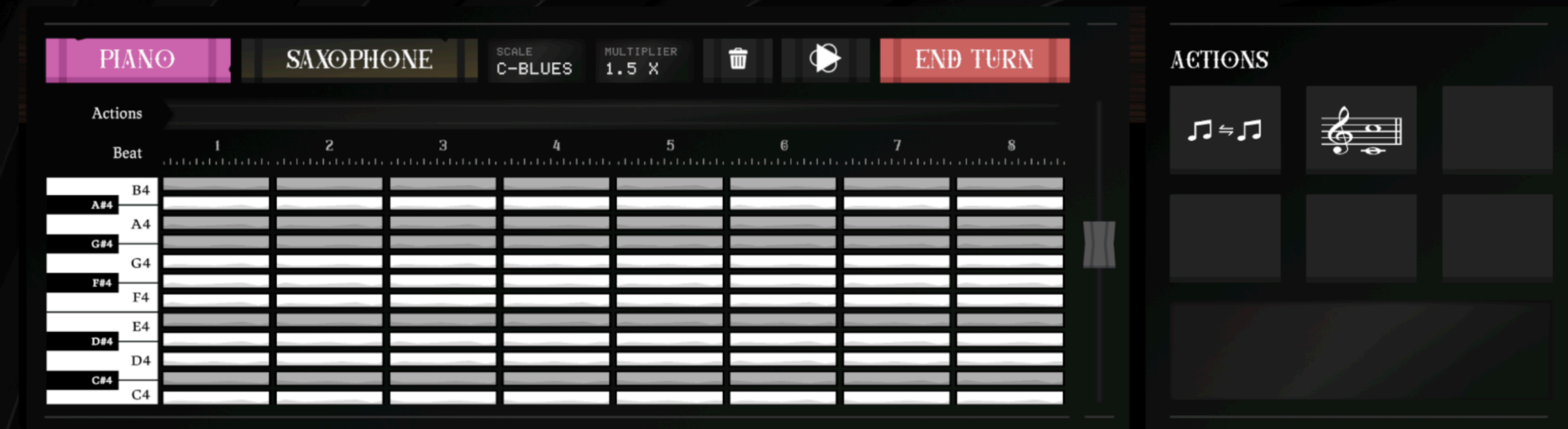
E

Dialogue, In Engine

Health system, pixel art

One Way Ticket

Project #04

Options

Pins

Strawberry Delight

The deliciousness of these treats will
increase Mia's resistance!

Drag to move Pins.
Drag + RMB to Rotate.
Release to attach.
RMB to detach.

Diegetic Power-Up system, In Engine, pixel art

Receptionist

Hi, and welcome to the Sweetzerland airport! My name is Mr. Receptionist. How can i help you?
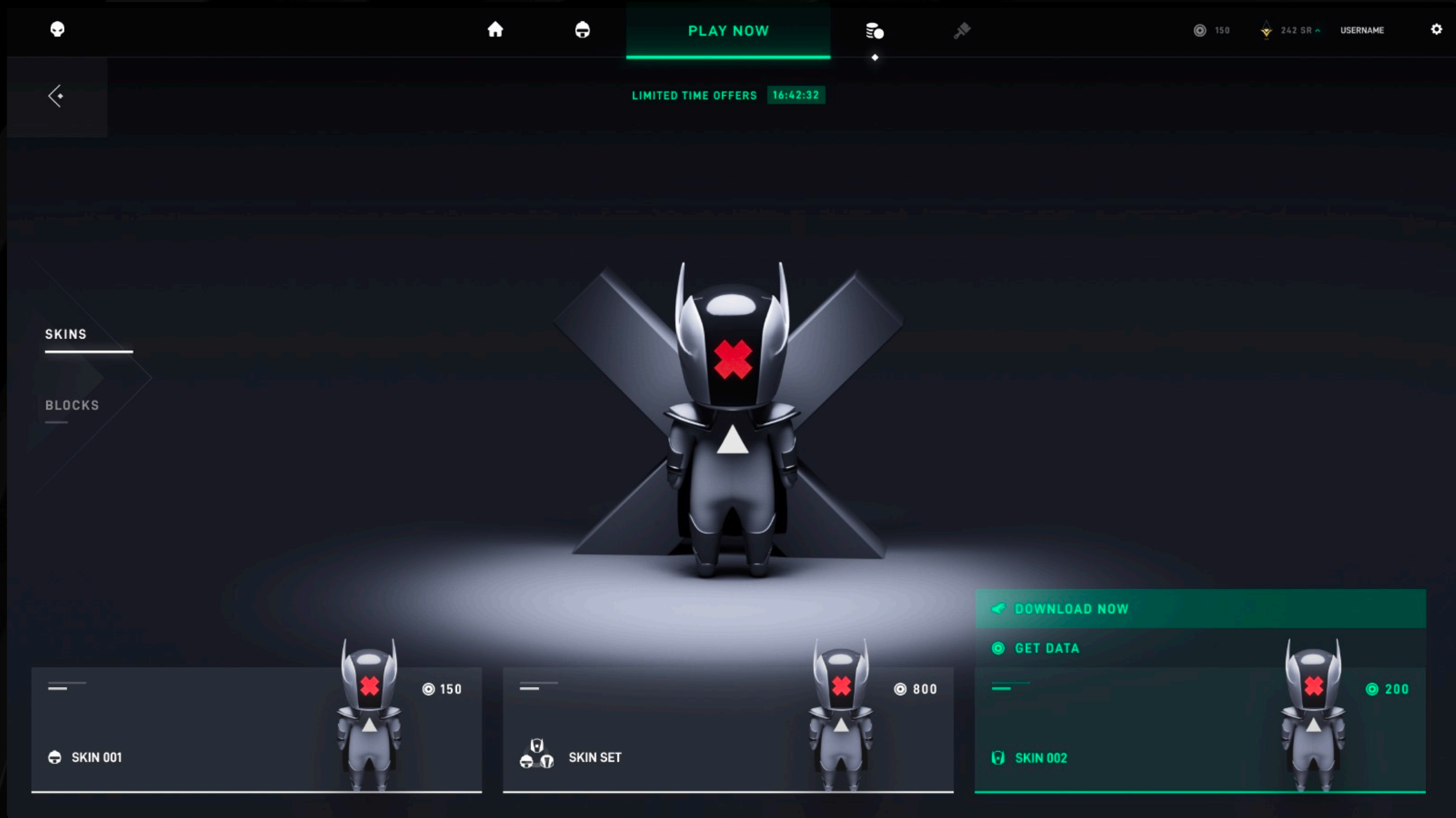
Dialogue system, In Engine

Stolen Interview Task*

Project #05

* This project was assigned to me as an interview task. After handing it in as a build, the people behind asked me for the open project, then disappeared. I am nonetheless proud of how it turned out despite using a technology i had never used before (Unity UI Toolkit), so i decided to add it to my portfolio.

Expected Result
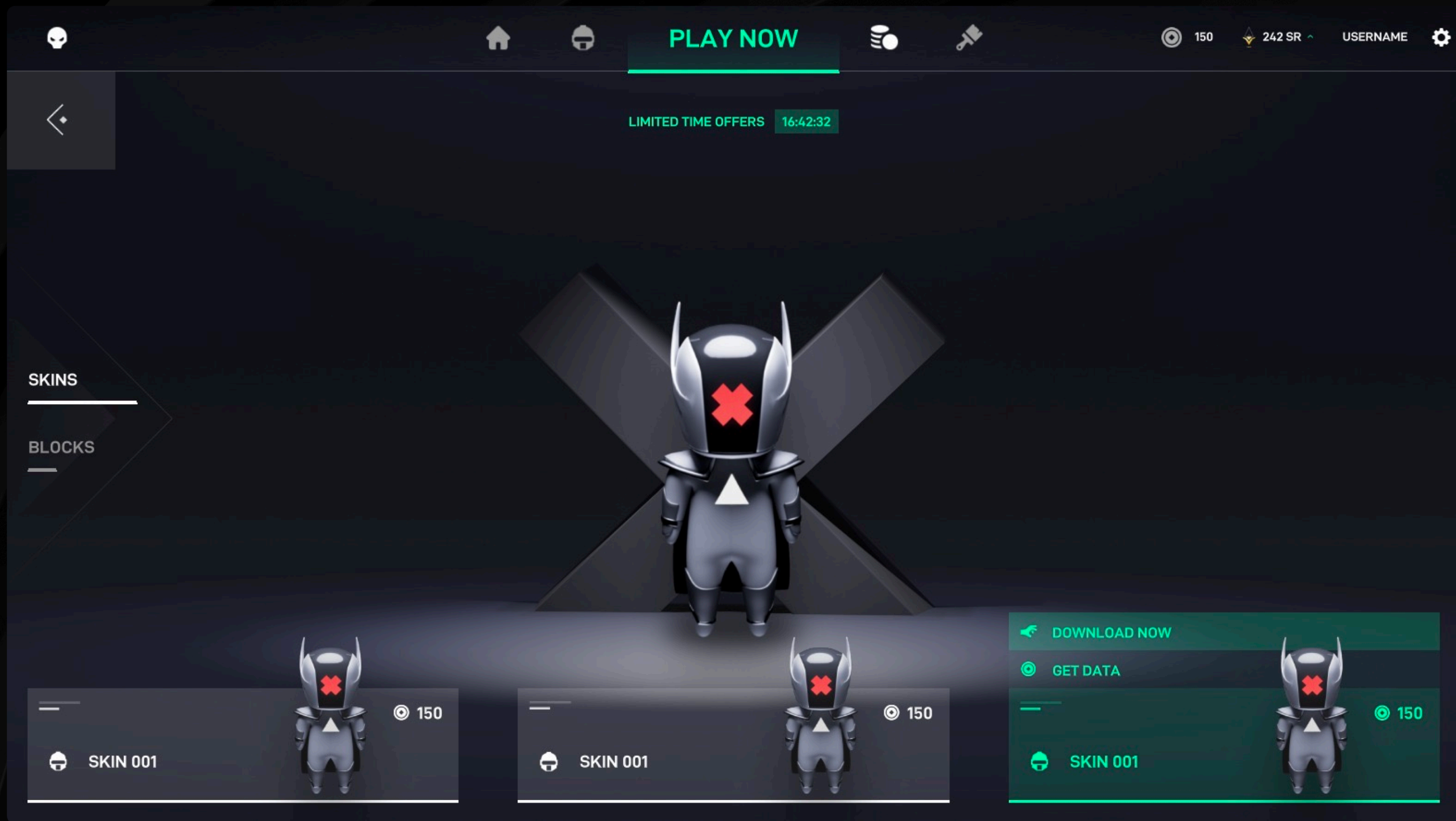
Handed in Result, Interactive and Functional

*re-created background with parallax effect

Thanks for looking!

Giorgio Perri