

Game UI Portfolio

Giorgio Perri

[Project Repo]

Project #01



COMPONENTS



RADIO



This component can be syntonized to different frequencies, short and long range.

Freqs:

102.5 Weather forecast

89 news from afar

COMPONENT INTERACTIONS



No synergies noted.

Editable Journal, Concept

FMOD Studio Debug
CPU: dep = 0.1%, studio = 0.1%
MEMORY: cur = 7MB, max = 8MB
CHANNELS: mix = 0, total = 0
VOLUME: RMS = 40.03dB



COMPONENTS



?????

ONE BY ONE MODULE

No notes yet

A 3D model of a component is being placed on a grid. The component is orange and purple with a blue starburst. A blue arrow points to the component. Below the grid is a text area with the text "No notes yet" and a plus sign.

COMPONENT INTERACTIONS

???? + - SYNERGIES

No component synergy added

A grid for component interactions. The grid is yellow and contains several empty cells. Below the grid is a text area with the text "No component synergy added" and a plus sign.

Editable Journal, In Engine - Video

INVENTORY

CPD-0

SWEET+SHO+

2 NOTED SYNERGIES

This component can be syntonyzed to different frequecies, short and long range.

OPEN IN CRIMOIRE

INSTALL

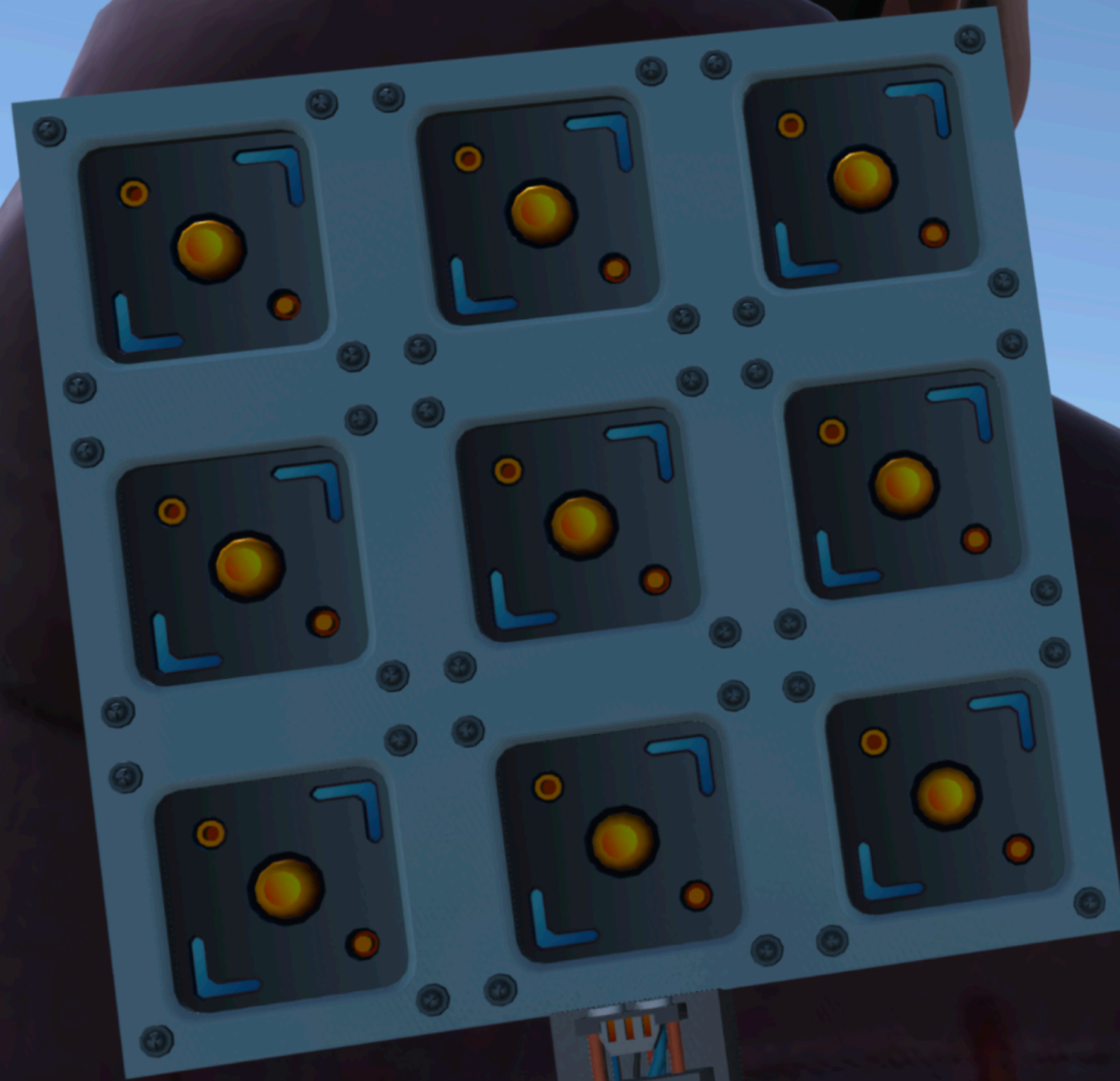
DROP



Inventory, Concept

FMOD Studio Debug
PU: dsp = 0.3%, studio = 0.1%
MEMORY: cur = 8MB, max = 8MB
CHANNELS: ins = 0, out = 0
CPU: RMS = 40.05%

INVENTORY



?????

SWEET+SHO+

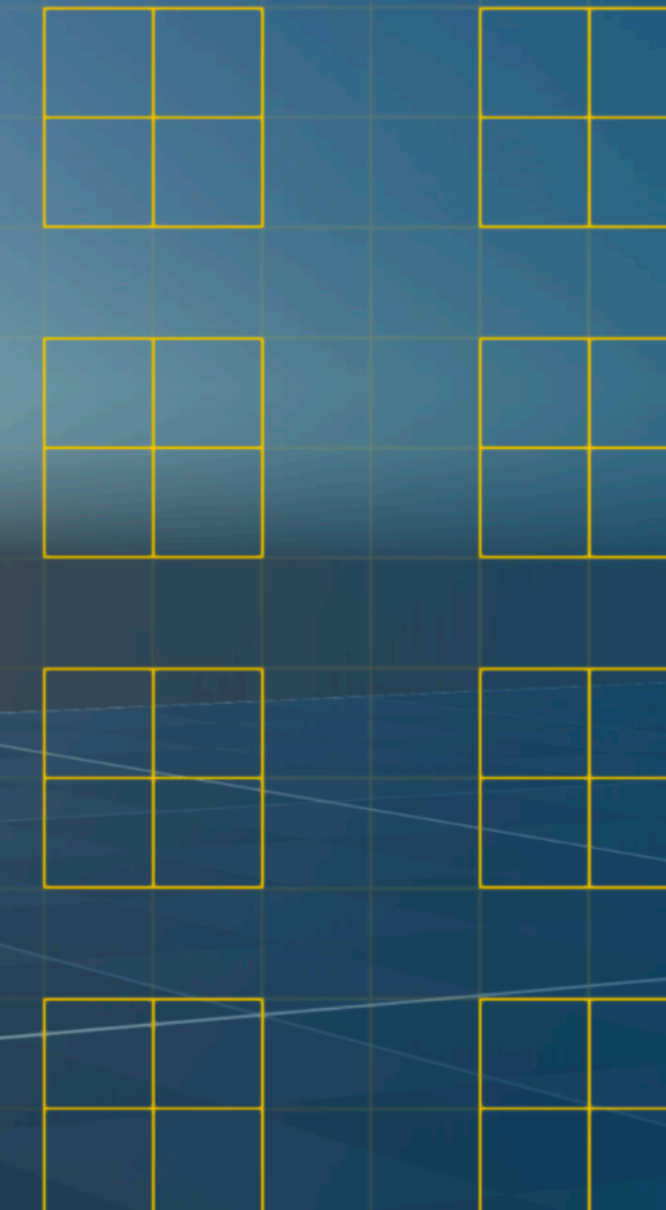
NO NOTED SYNERGIES

No notes yet

OPEN IN CRIMOIRE

INSTALL

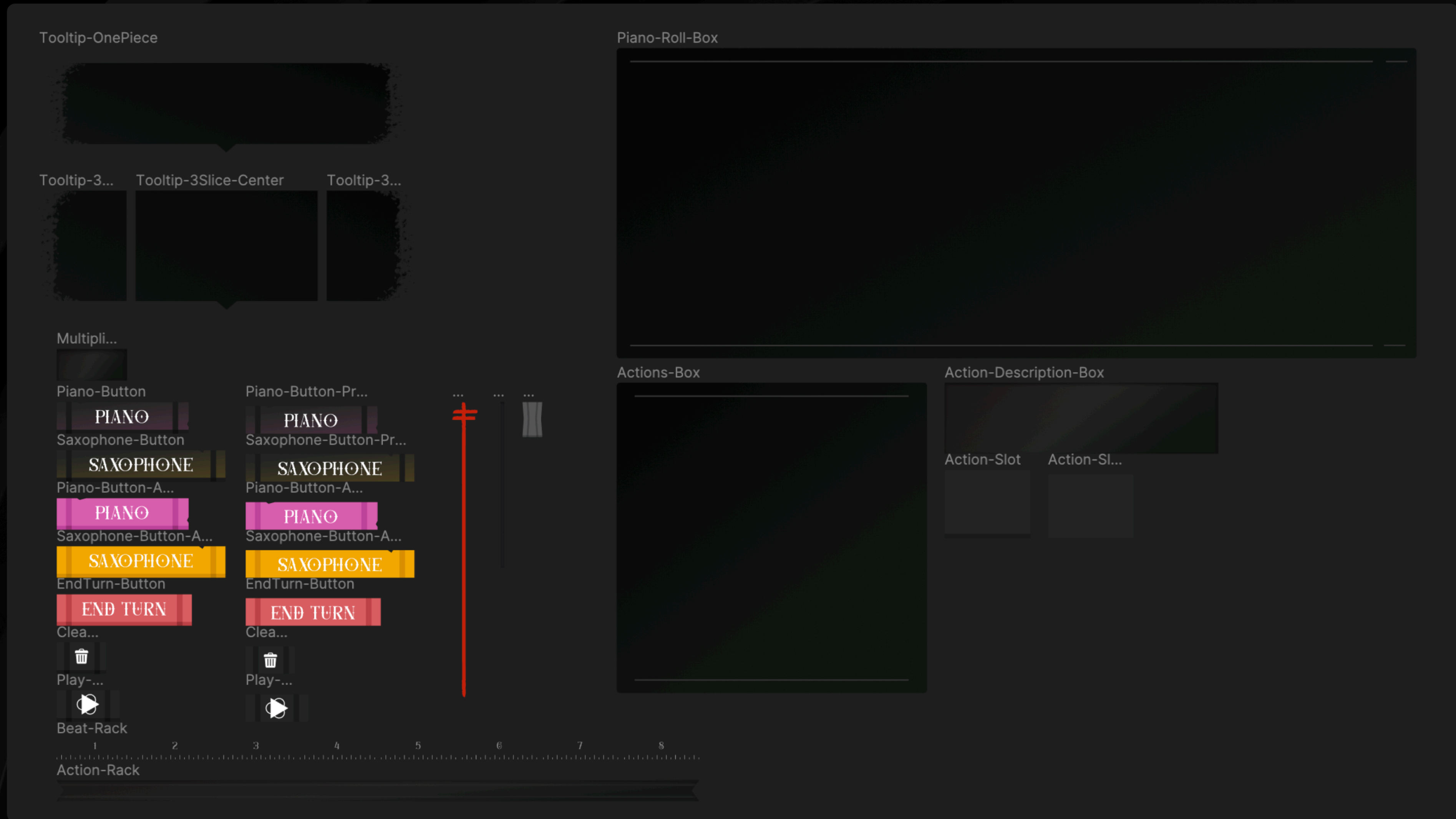
DROP



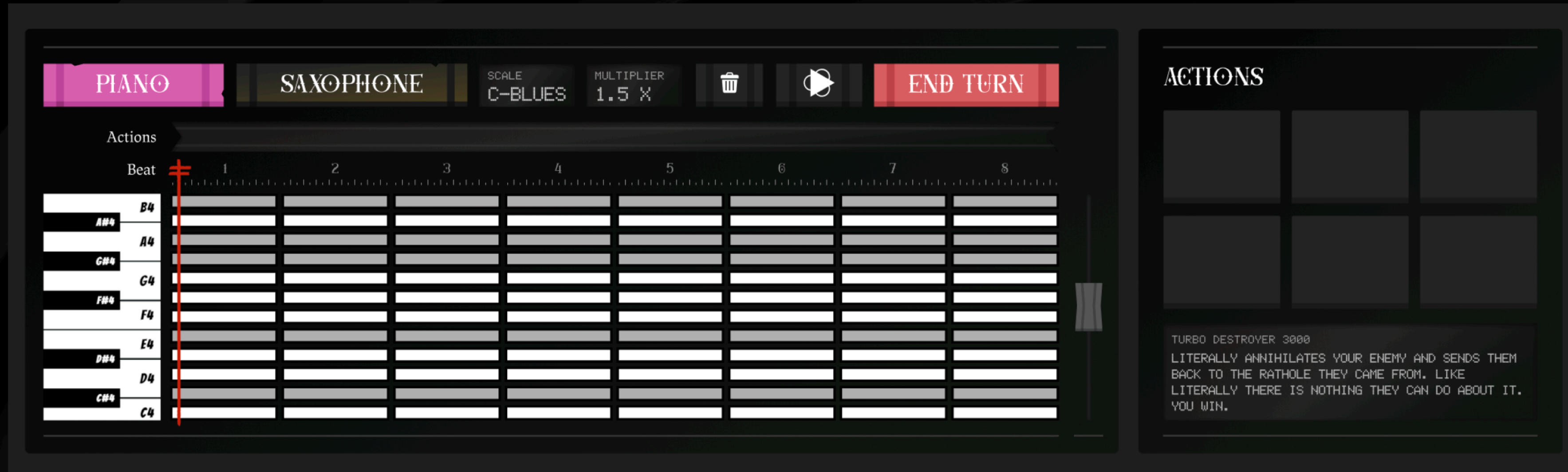
Inventory, In Engine

Hellswing

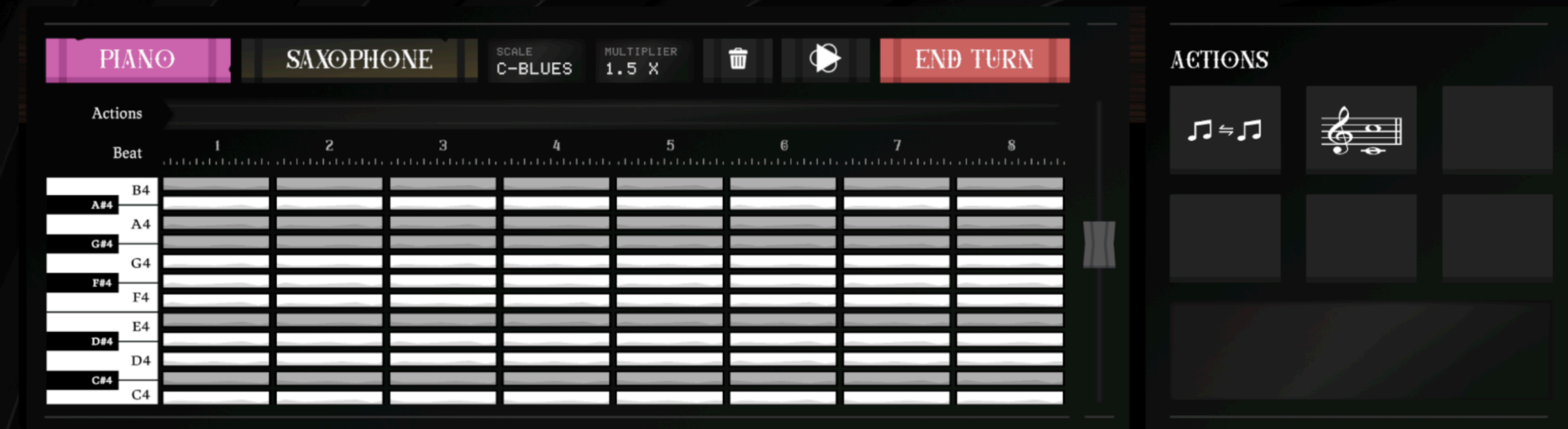
Project #02



Component Atomic Design



Digital Audio Workstation, Concept



Digital Audio Workstation, In Engine

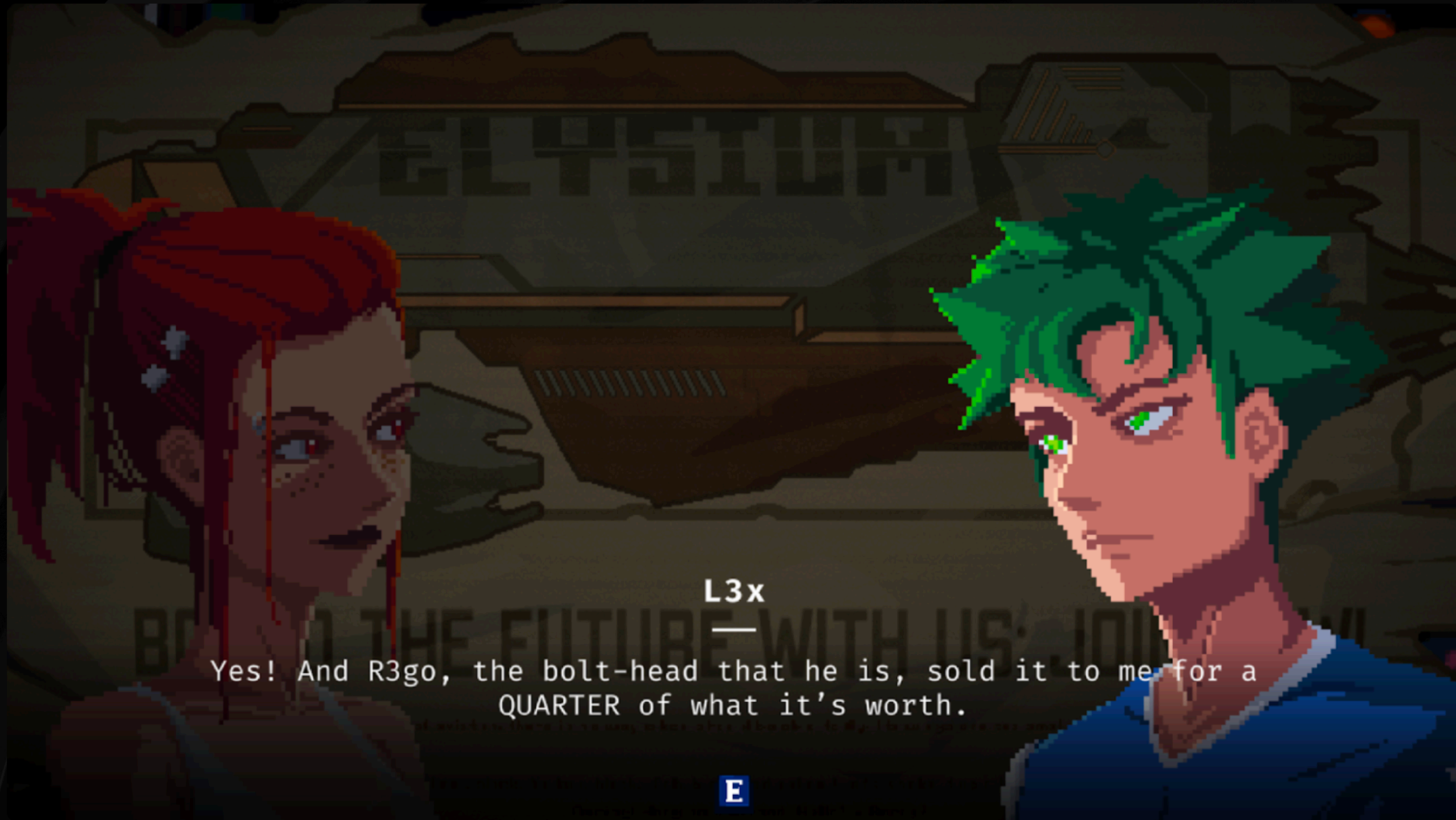
Ensouled

Project #03



N1k0
If you really want privacy that bad, you should apply in the recycling station for a chance at a promotion.

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



Diegetic Power-Up system, In Engine, pixel art

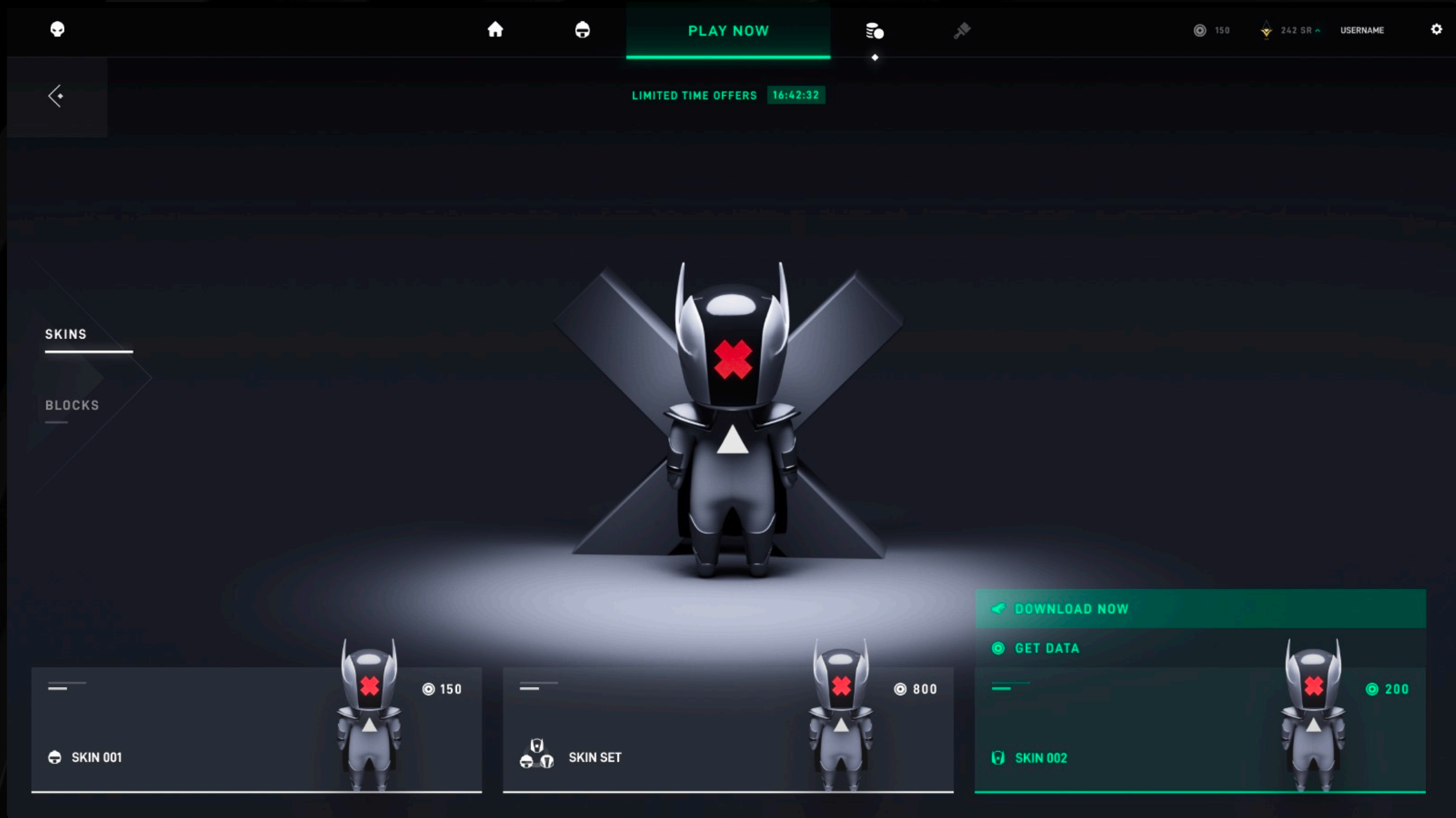


Dialogue system, In Engine

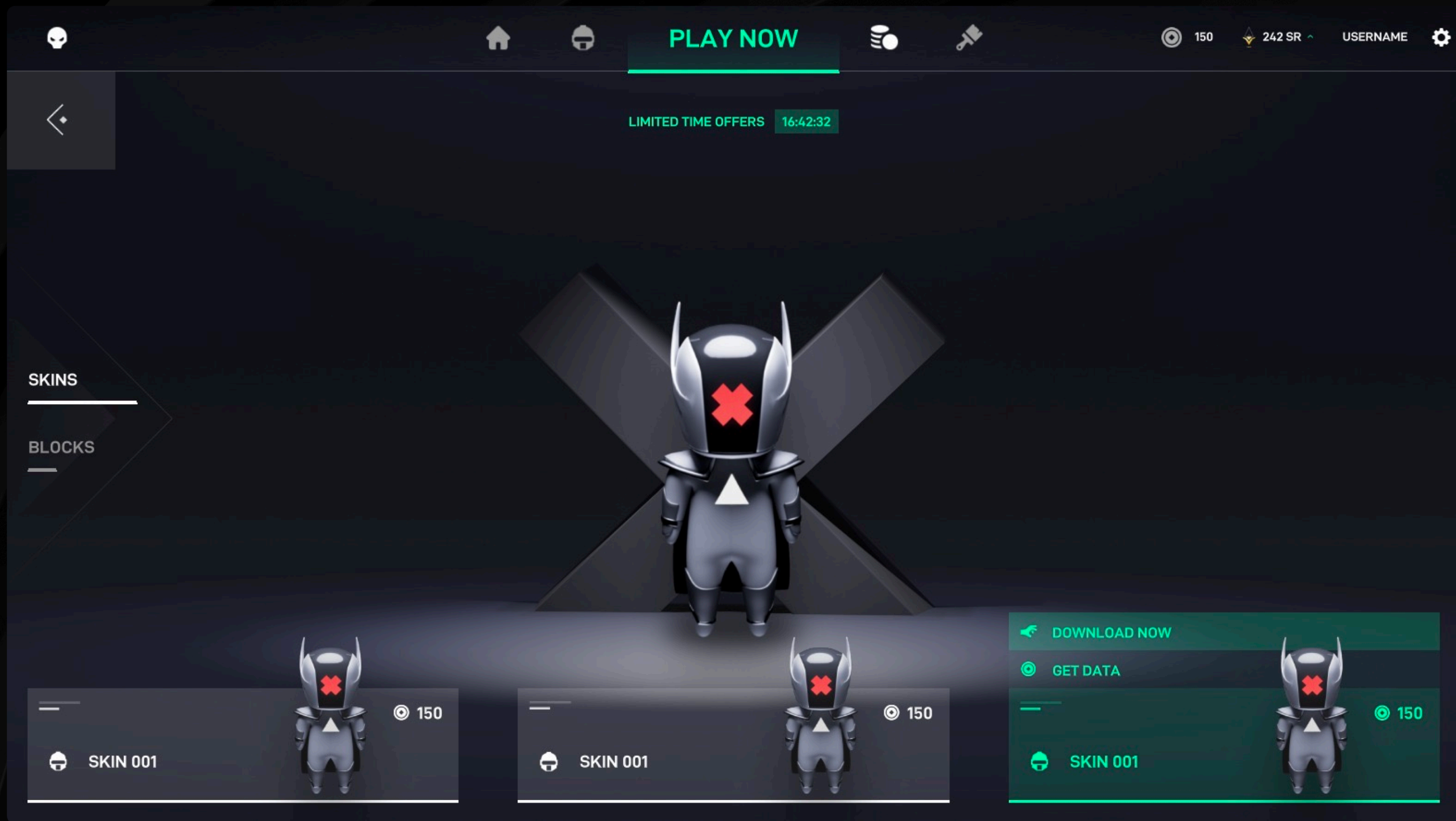
Stolen Interview Task*

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