

Reid Daniels

Game Developer



Game Development is about more than just creating the movement or events in the world. It is about making the experience feel right, fit just right into the scenario you are working with. Without an understanding of the narrative or emotion put into the game, the development will fail. Being a part of that cycle and understanding these points are key to developing a great game.

Ocular Dark



Ocular Dark is a 2D metroidvania style platformer developed in Unity2D with a group of 3 people, over the course of our final year in GIMM. The story follows the journey of Adonis, Greek God of permanent renewal. Stuck in a cycle of death and rebirth, a hand reaches from the void to help pull him from this cycle. Challenge fate and break out of the cycle with the help from your patron from the void.

Skills

- Unity
- C#
- AI Development
- Narrative Design
- VR Development
- Level Design
- Version Control
- Client Communication

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