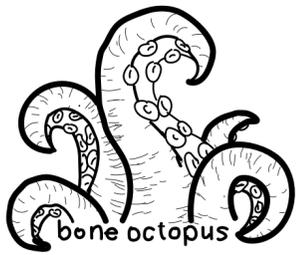


BONEOCTOPUS

[@Instagram](#) • [@LinkedIn](#) • [Website](#)



## SIGNAL

This project was for university work. The guidelines themselves were open-ended, so I decided to make a mystery-horror game based on a legend I had heard in my youth. Much of my work is southern Gothic themed, so I already knew the approach I wanted. The game itself had to be 3D modeled, so I set about modeling and texturing the bits of the cabin. I did everything for this project, except some of the voices. I wrote the scripts and had colleagues do the voice acting. The project was done on time, with extra levels and mechanics thrown in, as well. It was well-received, going so far as to garner YouTuber attention.

[full project on itch](#)





## WATCH THE SUNRISE

This project was personal work for a Game Jam. The goal was to make a game over the course of a single weekend. Knowing that I wouldn't have enough time to make a game where mechanics was the main focus, I instead chose to focus on the concept behind it. I made everything from the scenery to coding the rotation of the sun. I wound up with what would more accurately be called "an experience". The player is unable to walk in any direction and can only turn their head, leading to an environment of contemplation. It was finished in time for the end of the jam.

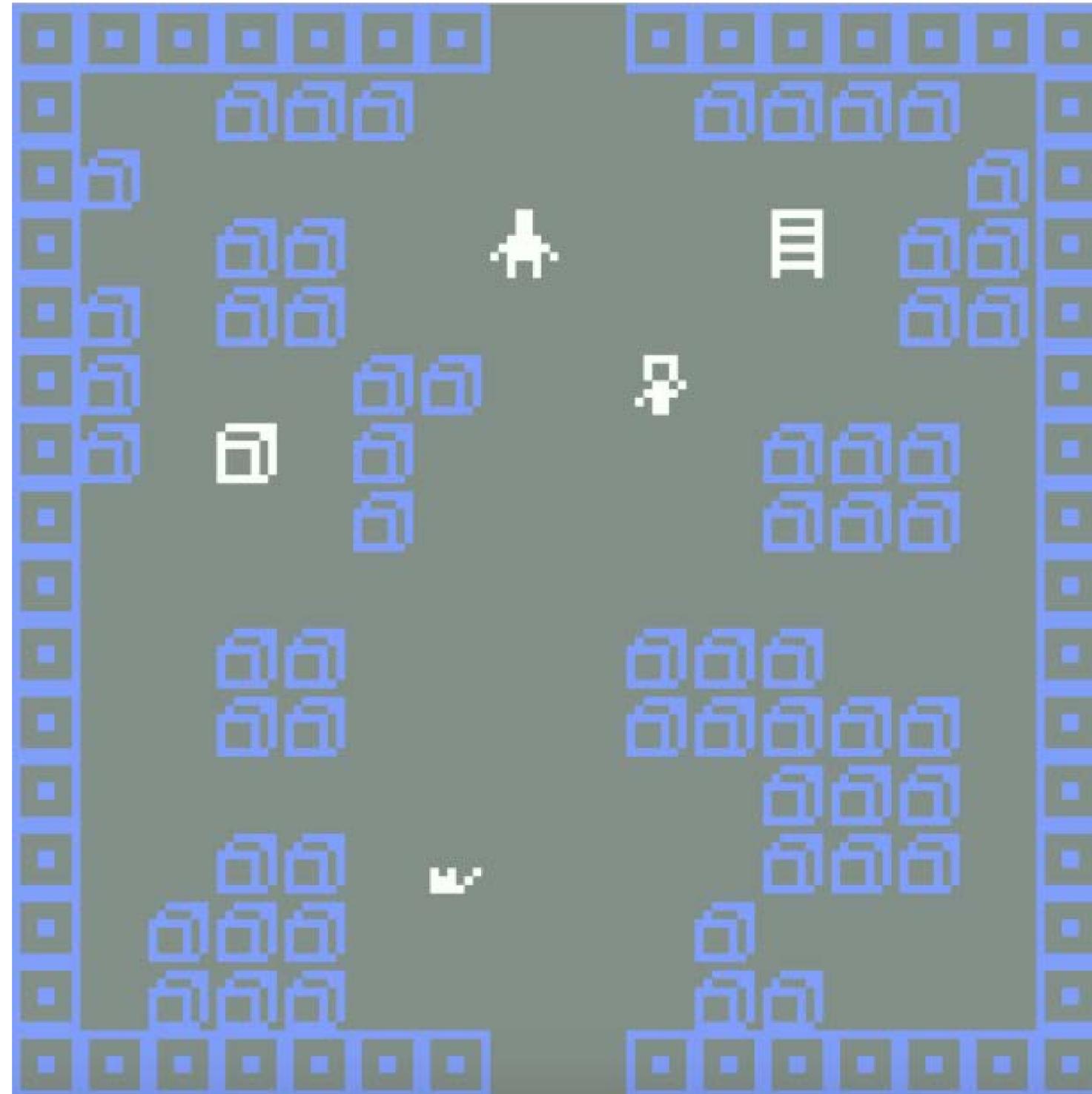


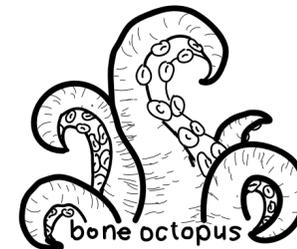


## CAN YOU CHECK IN THE BACK?

This project was personal work. I had recently found a new gaming engine to work with and wanted to try out its capabilities. This was made during the beginning of the Covid-19 pandemic when I was still working retail. I decided to make a game that detailed what it felt like to be working in the midst of everything, with a humorous twist. I made all the assets for it and wrote all the dialogue. I brought it from concept to finished piece. This game was a success, as every person who has worked retail and played it thought it was brilliant.

[full project on itch](#)

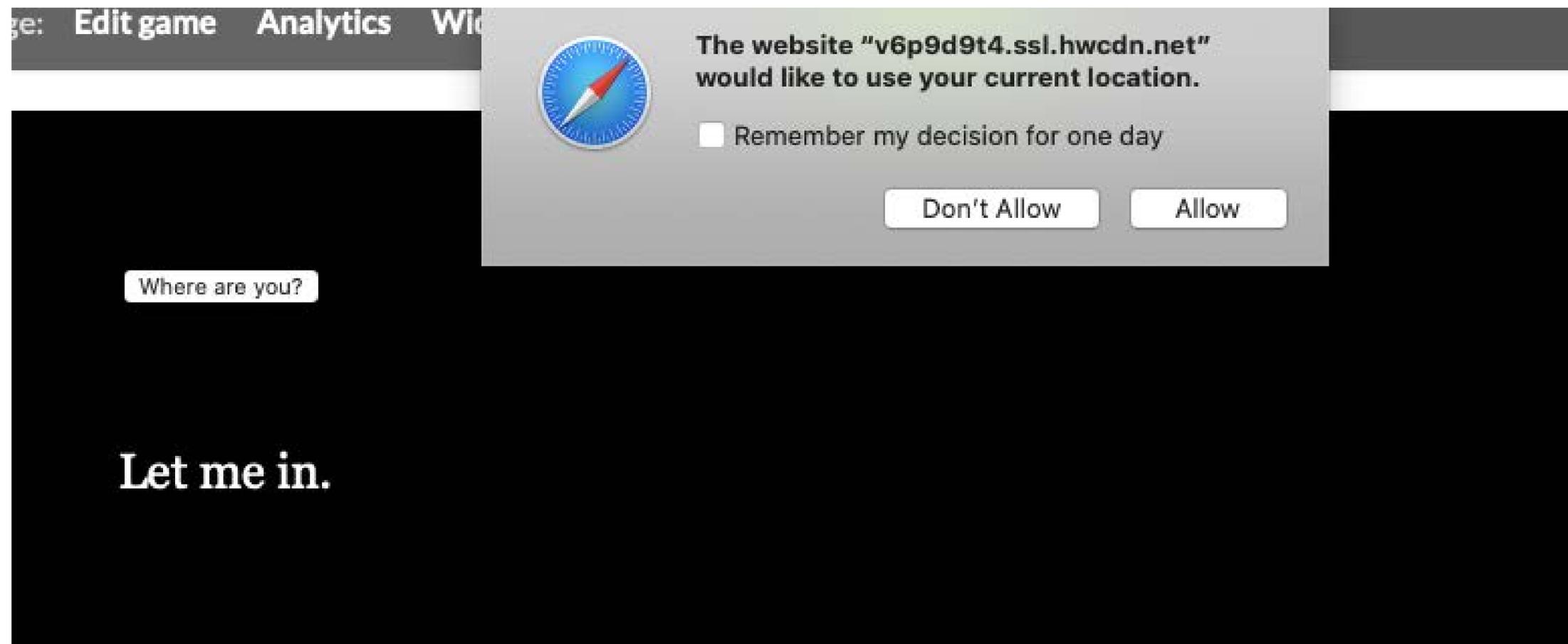


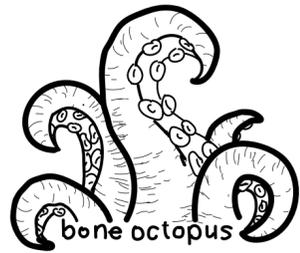


## COME TO JESUS

This was university work. The objective was to make a game from a list of engines we could use, so I chose Twine. I created a sprawling pick-your-own-path adventure game, writing and coding the entire thing. I published it online and it immediately garnered mass amounts of interest. It was a very popular game for awhile, until ChooseCo took it down due to my use of the phrase "Choose Your Own Adventure". After fixing it and bouncing back and forth with support for a while, it was finally put back up.

[full project on itch](#)





## CARDINAL DIRECTIONS

This was personal work. I initially had set out to make a nature walk horror game, but it soon developed into this. As much of a Beat fan as I am, I don't always feel that "First thought, best thought" is true. This game turned out better than my initial horror game idea. I honed a few skills making this, such as how to add audio from an outside source into a Twine game. I did all the coding and the writing on this, and it got a bit of attention on itch.

[full project on itch](#)

**The forest path stretches out for as far as you can see, veering sharply right. It's a pleasant day, with a soft breeze rustling the green leaves. You can hear the occasional bee buzzing.**

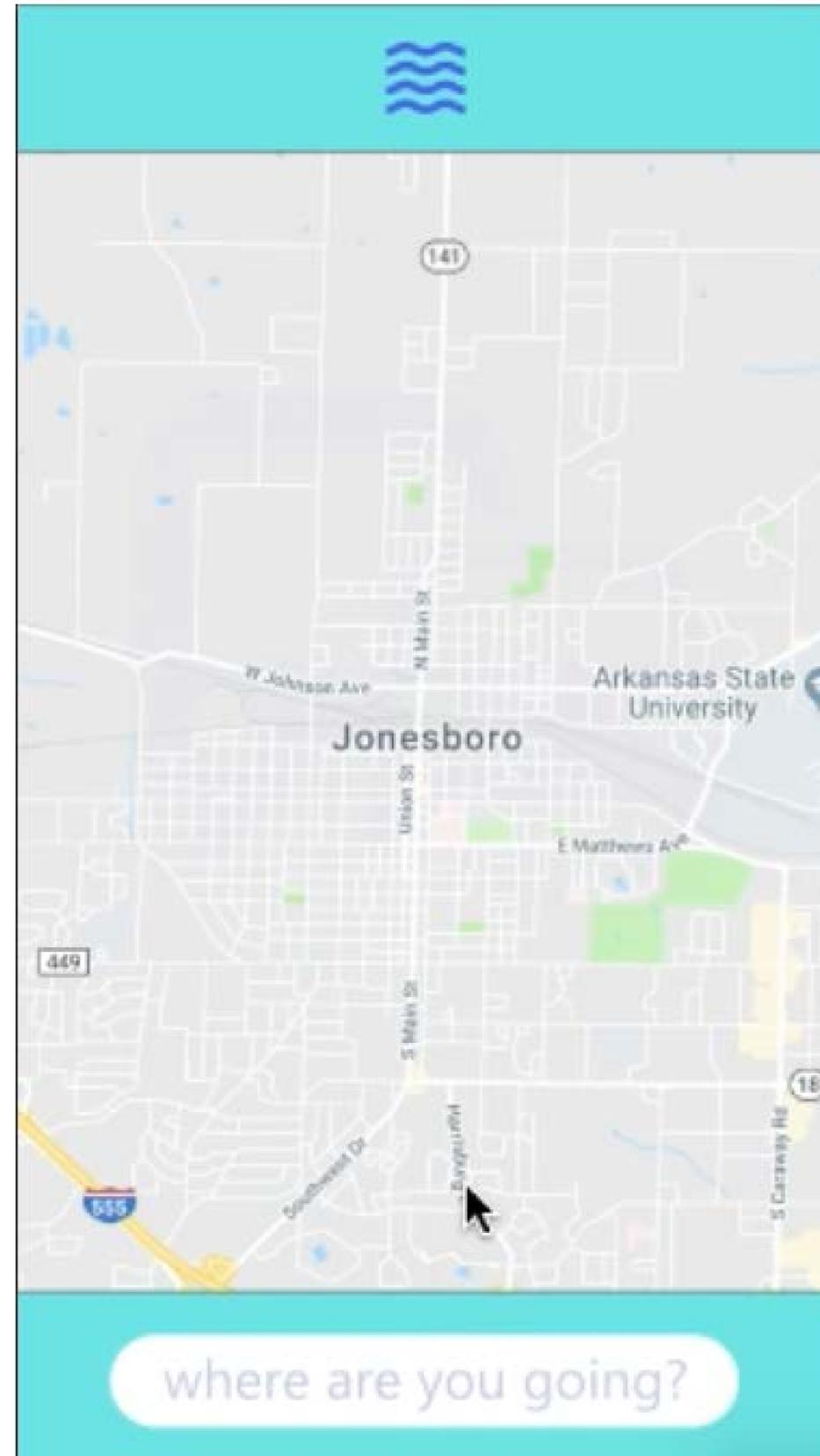
**Walk.**



## SKWID

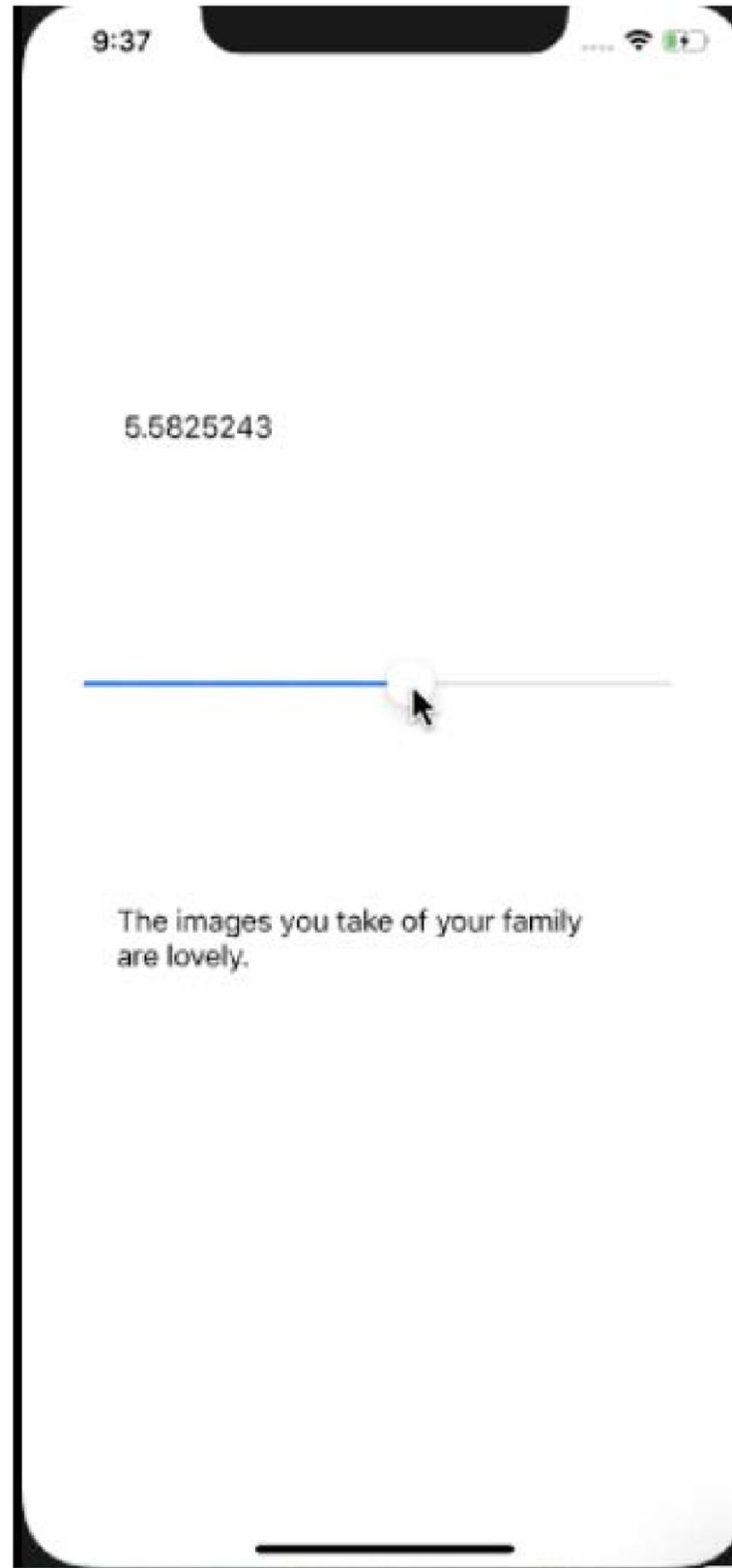
This was university work. The objective was to design a solution to an everyday problem we encountered. The problem I chose was actually two-fold: trying to find a gas station while using Google Maps, and having the Maps voice interrupt my music. To fix these problems, I designed a simple navigation app with two main buttons once the route had started. One finds you a gas station in a pre-determined radius, and the other mutes the voice until you click it again. This is helpful for when I'm trying to get somewhere and already know half of the directions. I can simply mute the voice until I'm ready to start hearing the route. This is a fully-functioning mock-up.

[Test it here](#)



## SLIDERS

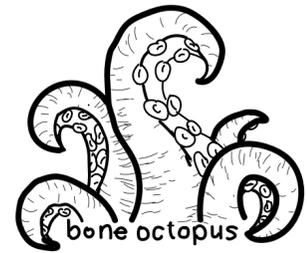
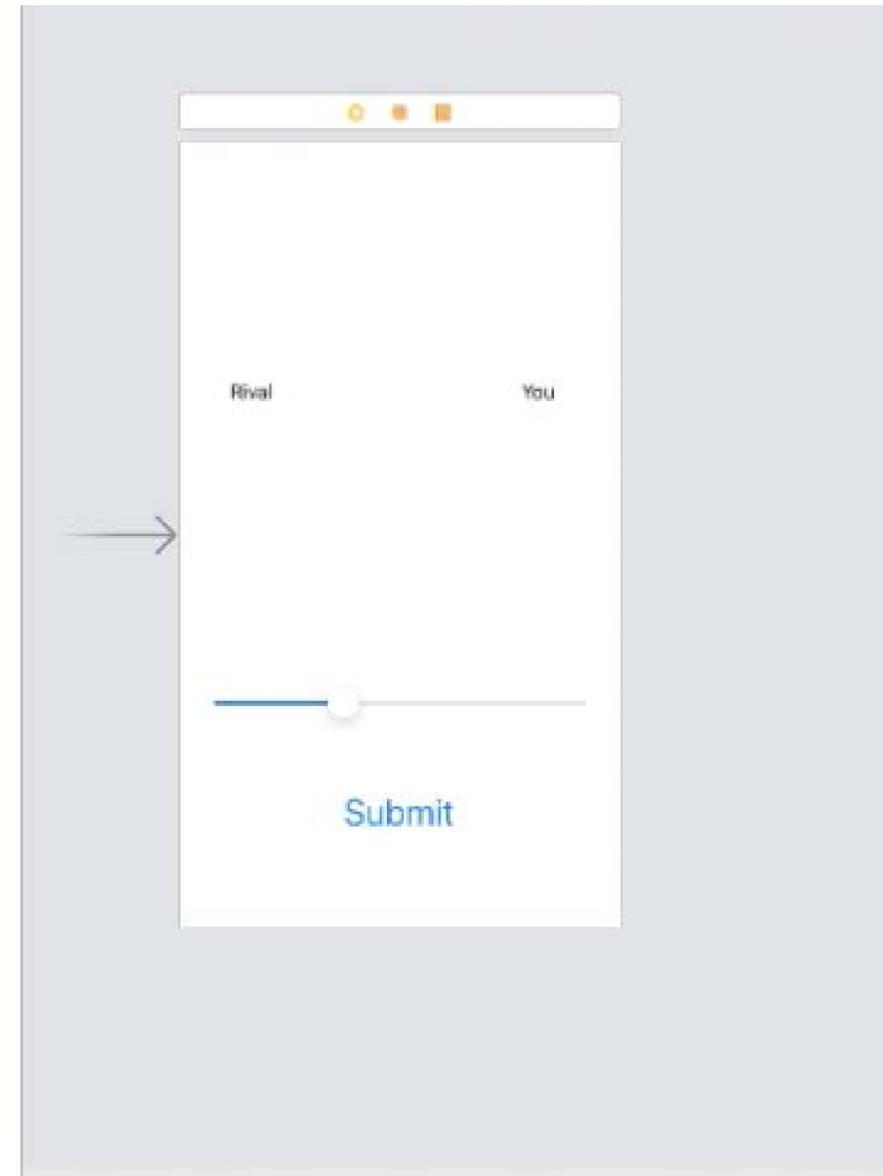
This project was for university work. The objective was merely to make an app that used sliders in some way to change something, so I made an app that used a slider to tell a story. I did all of the work, from concept to coding to finished product. It is a fully functional app that works on any Apple device.



## ROCK PAPER SCISSORS

This project was for university work. The objective was merely to make a zero sum game app. I chose Rock Paper Scissors. I designed and coded the entire app, including an AI that would fight against you. The end result is a working app that can be played on any Apple device. It's a fair game against a computer.

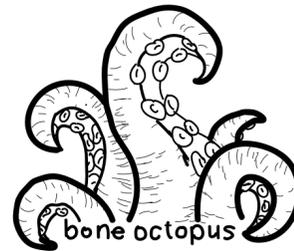
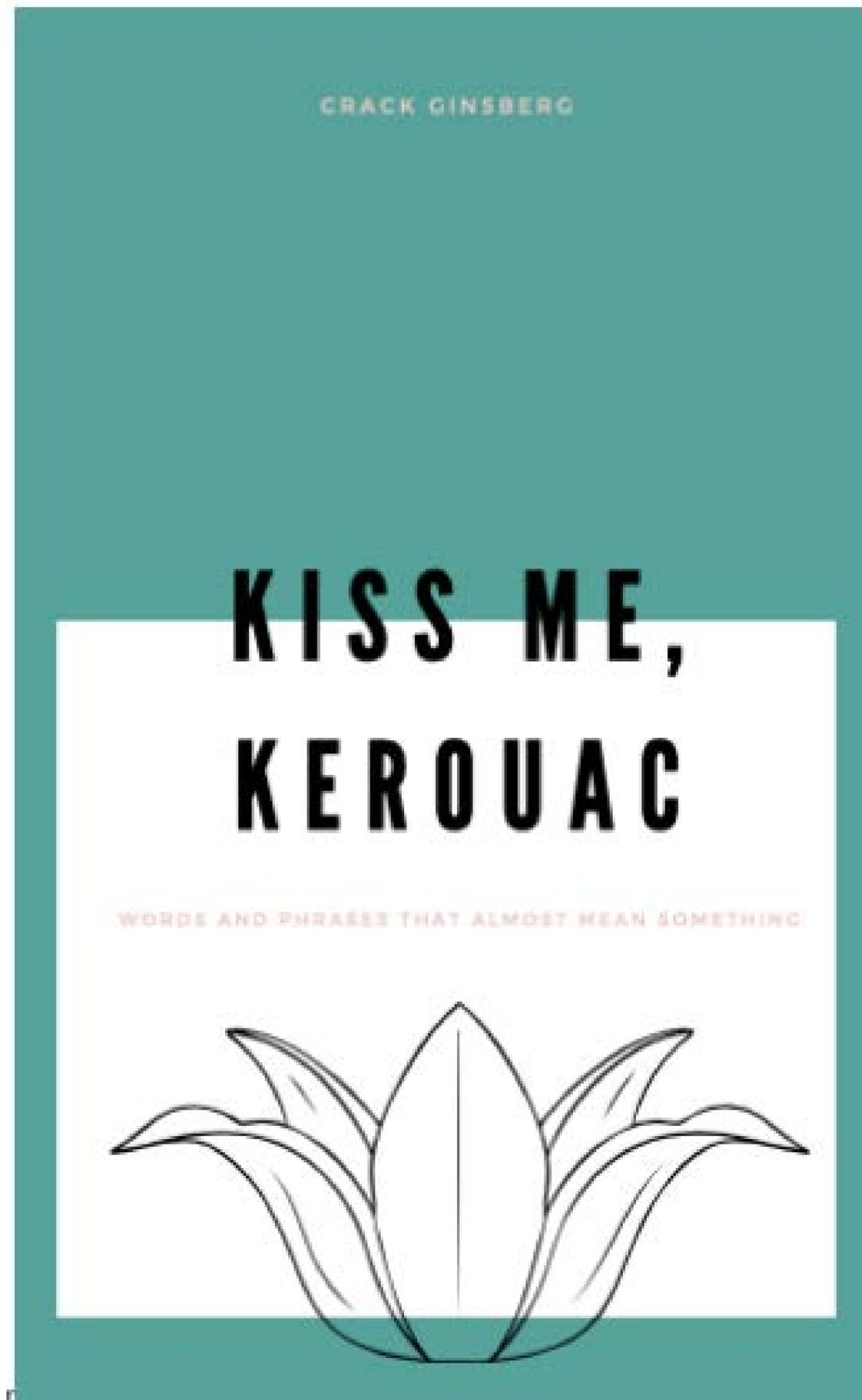
```
36 @IBOutlet weak var score: UILabel!  
37  
38 @IBOutlet weak var oScore:  
39     UILabel!  
40 lazy var scoreInt: Int =  
41     Int(score.text!) ?? 0  
42 lazy var oScoreInt: Int =  
43     Int(oScore.text!) ?? 0  
44  
45 @IBAction func submit(_ sender:  
46     UIButton) {  
47     opponentLabel.text =  
48         choices.randomElement()!  
49  
50     if emojiName == "paper" &&  
51         opponentLabel.text == "👊" {  
52         outcome.text = "You lost!";  
53         oScoreInt += 1; oScore.text  
54             = String(oScoreInt)  
55     }  
56     else if emojiName == "paper" &&  
57         opponentLabel.text == "👊" {  
58         outcome.text = "You  
59             tied!"  
60     }  
61 }
```

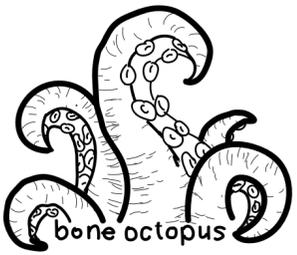


## KISS ME KEROUAC

This project was personal work. I had always wanted to publish a book, and this came about right after I had finished *On The Road* by Jack Kerouac. I got deep into Allen Ginsberg's poetry and decided to write my own. After formatting the poem using a website for designing greeting cards, I had a multi-page PDF that I self-published as an ebook. It sold quite a few copies, and I'm currently in the process of submitting it to the publishing house of the last surviving member of the main Beat Poets.

[available for preview on blurb](#)





MY FIRST ATTEMPT AT  
**A SHORT  
COLLECTION**

OF WORDS THAT REALLY DON'T MEAN MUCH

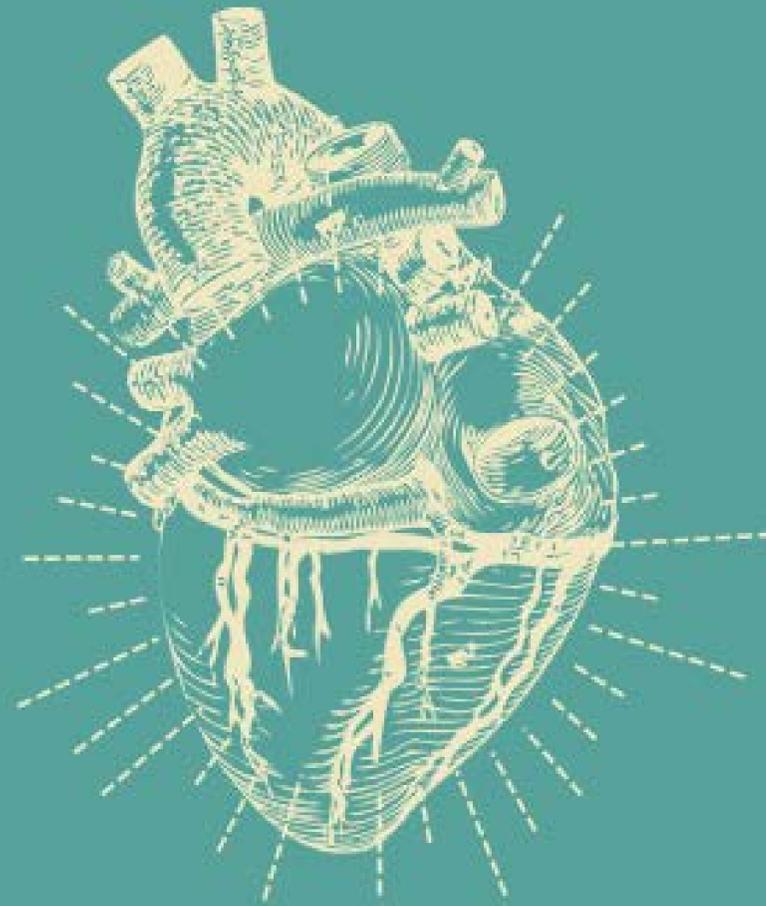


**IT'LL CHANGE YOU  
IT'LL CHANGE YOU  
IT'LL CHANGE YOU**

(It's a book. They all change me.)

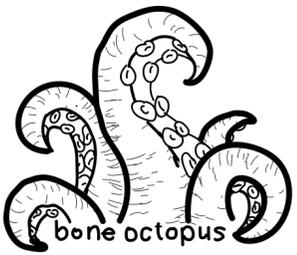
CA  
SS  
AD  
Y

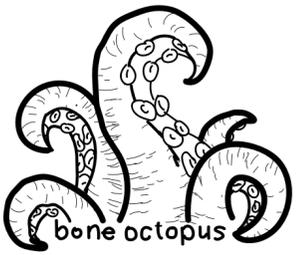
They told  
me you  
would  
change me,  
would  
burrow  
under my  
skin and  
leave it new.  
*I find myself  
changed  
to be nothing  
like you.*



*A love letter to the Beatniks:*

WISH YOU  
WERE  
HERE.





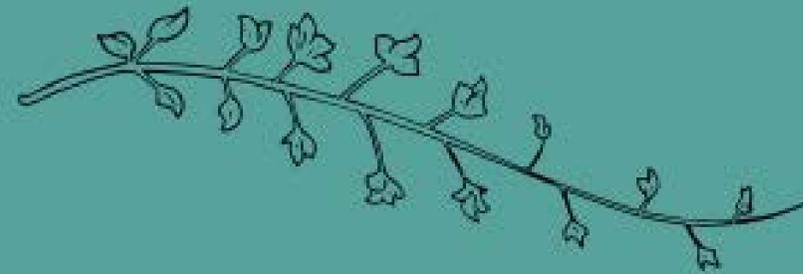
*Oh, Allen!*

# BE PROUD OF ME

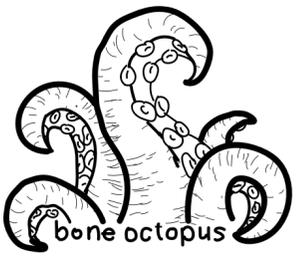
For I have read your deepest thoughts  
and found them hidden in my own.

# Howl & Me

For Allen



Allen, Allen, Allen...  
Howl for me.



PAINTED SIGNS

# IN THE SUNRISE

PAINTED FACES OF FURY,  
PAINTED MOUTHS DEMANDING  
EQUALITY, JUSTICE,  
FREEDOM, FREEDOM!



DEAR GOD

*Just give us  
Freedom!*



**HANDS  
CLUTCHING  
HANDS  
CLUTCHING  
CHESTS  
CLUTCHING US  
CLUTCHING  
GRAVES  
CLUTCHING  
THOUGHTS  
CLUTCHING  
ACTION  
CLUTCHING  
CHANGE**

*fingers dried*

**CAREFULLY  
COMPULSIVELY  
OBSESSIVELY**

so as not to lose grip

## TYPOGRAPHIC COVERS

This was personal work. I wanted to make a series of typographic book covers for some of my favorite books. The theme got further narrowed to "adventure novels". I tried to keep the design of the covers relevant to the books in question. I designed the typography for this project.

