Game Development Work Samples
Devin Henderling

A collection of in-game photos of projects that I lead or contributed to; Does not include titles under a non-disclosure agreement. Non-commercial titles link to the GitHub repository.

Villagers and Heroes In-Game Shop

(June 2022 - October 2022)
Full redesign and expansion for mobile and PC user interface; Including a new layout, new assets, daily sales, featured items, and more.
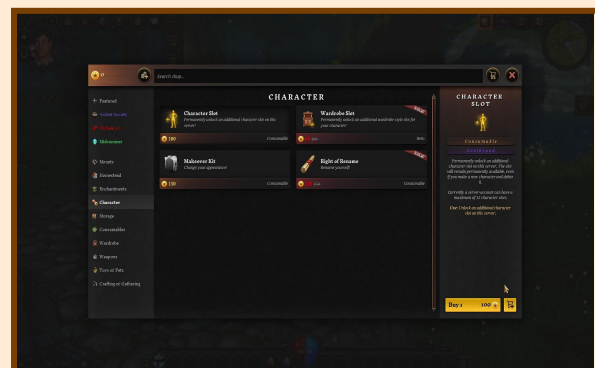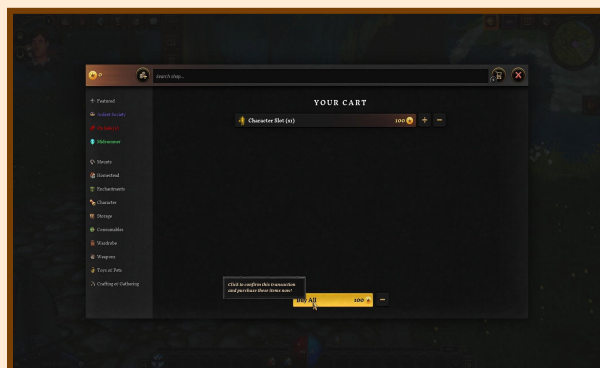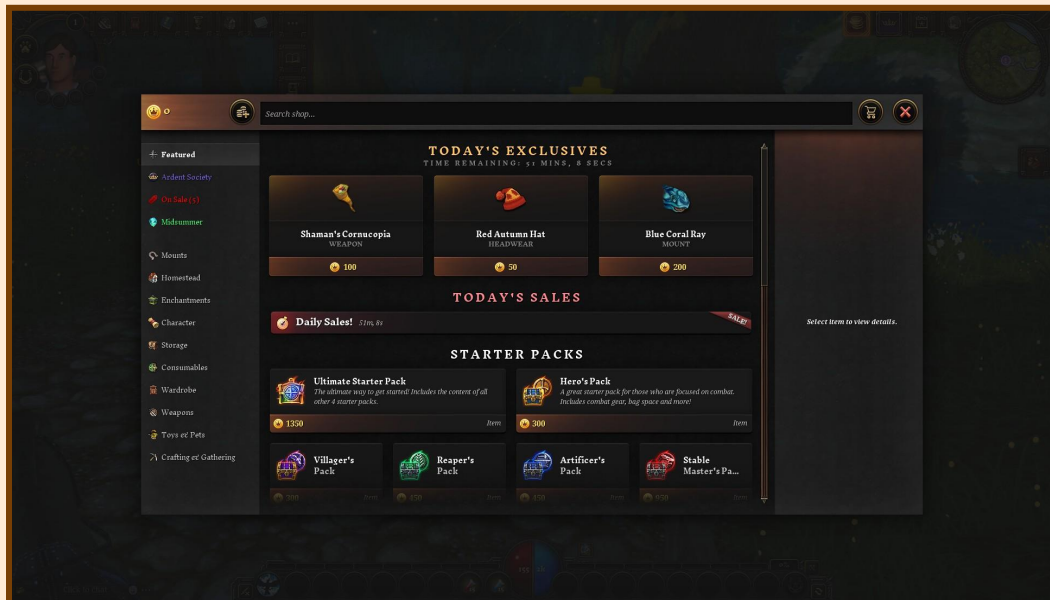
Context
Mad Otter Games live-service update.

Team
Devin Henderling - Engineer
Ivar Hill - Designer

Arrow Dynamic (April 2023 - June 2023)

First-Person physics-based shooter PC game developed in Unity.

Context
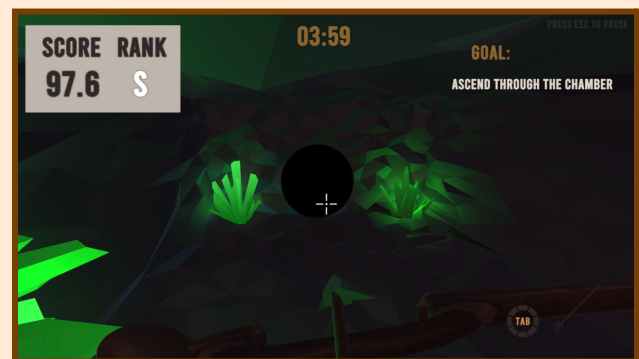Game Programming course at the University of Oregon.

Team
Devin Henderling - Lead Designer and Engineer
Aidan Duval - Level Designer
Brett Sumser - Engineer
Zachary Weisenbloom - Engineer

DTH2FRG (June 2023)

Frogger-inspired arcade PC game developed in Unity.

Context

Submission for GMTK game jam 2023
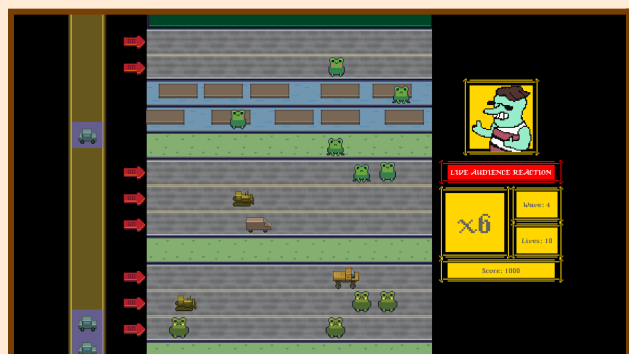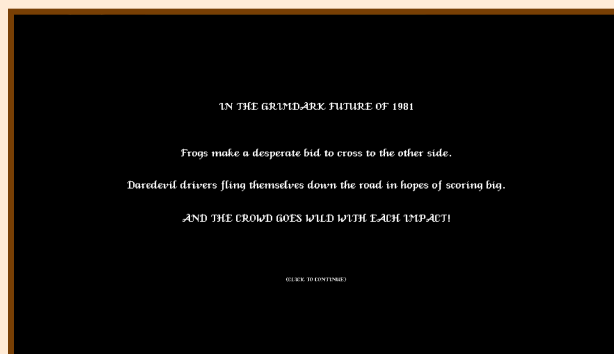*Made in 24 Hours*

Team

Devin Henderling - Engineer
Bryson Coleman - Designer
Edward Cheng - Engineer
Gwydion Brain - Programmer and Artist

IN THE GRIMDARK FUTURE OF 1981

Frogs make a desperate bid to cross to the other side.

Daredevil drivers fling themselves down the road in hopes of scoring big.

AND THE CROWD GOES WILD WITH EACH IMPACT!

(CLICK TO CONTINUE)

Dodge n' Roll (July 2022 - September 2022)

Tactical co-op PC game developed in Unity.

Context

Originally prototyped for GMTK game jam 2022; Polished later by myself.

Team

Devin Henderling - Project Lead and Engineer
Autumn Green - Artist