

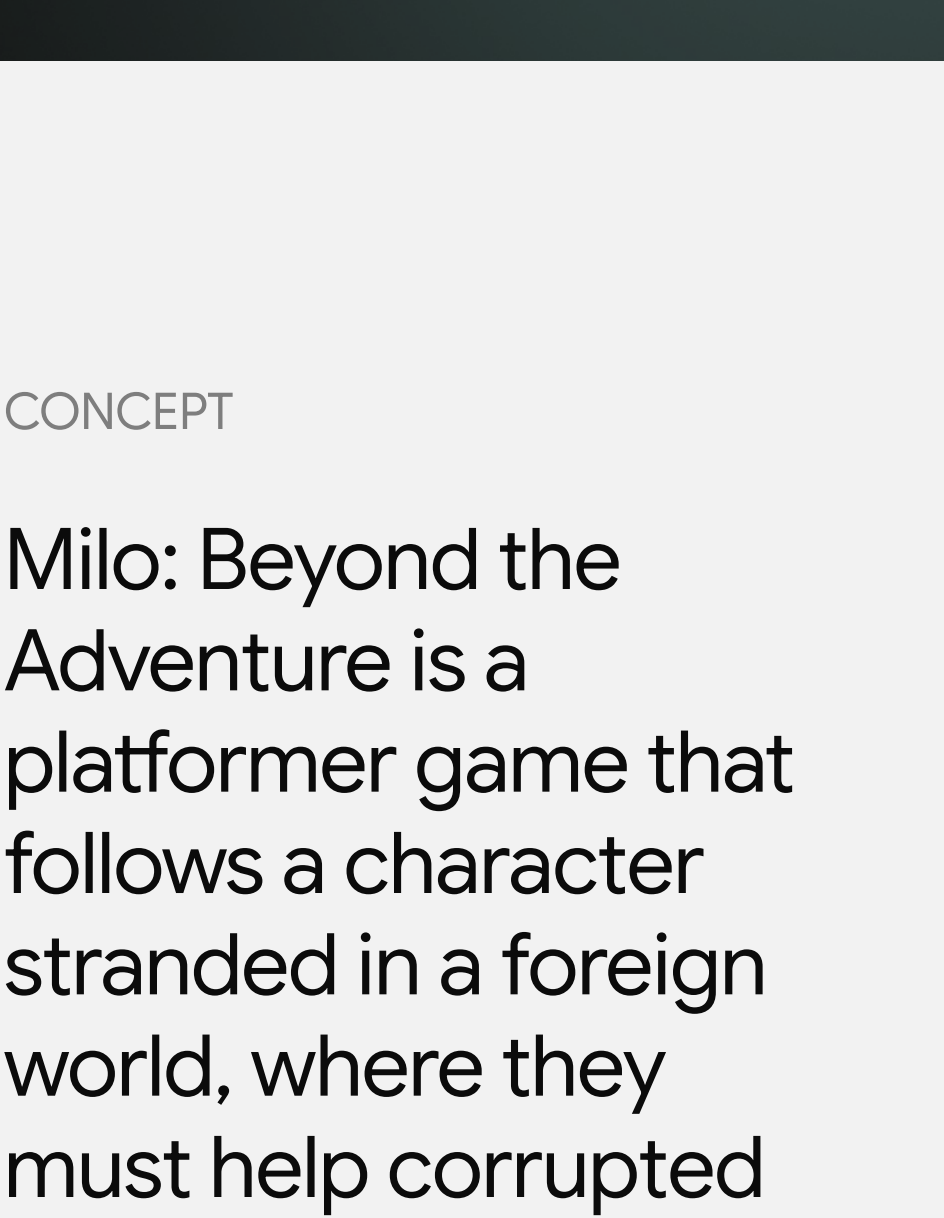
# Milo Beyond the Adventure

## ROLE

Level Design  
Game Design  
Programming  
Concept Art  
Team Coordination  
Art Direction Support

## SOFTWARE

Unreal Engine  
Blender  
Autodesk Maya  
Autodesk 3ds Max  
Adobe Substance 3D  
Painter  
Adobe Photoshop  
Procreate

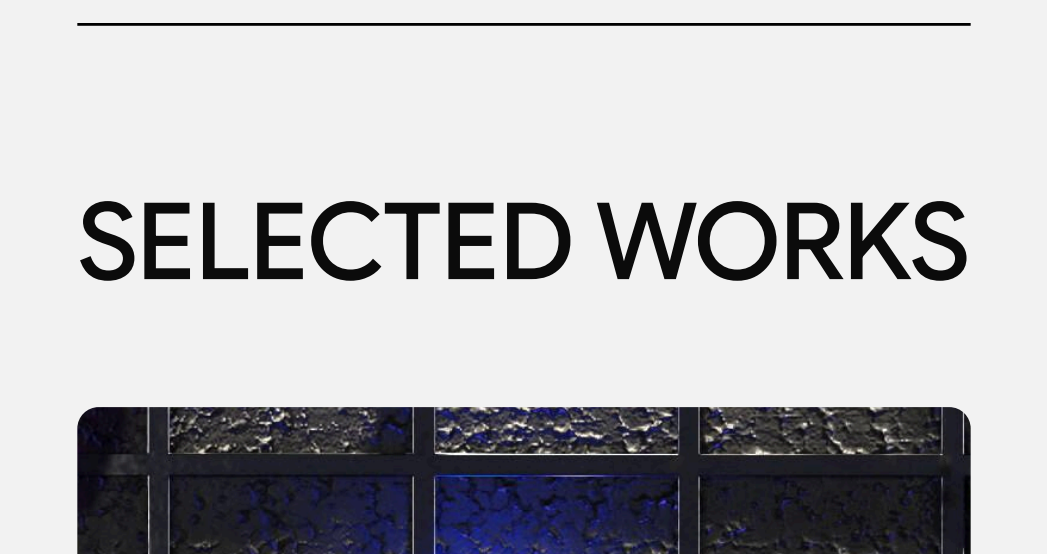
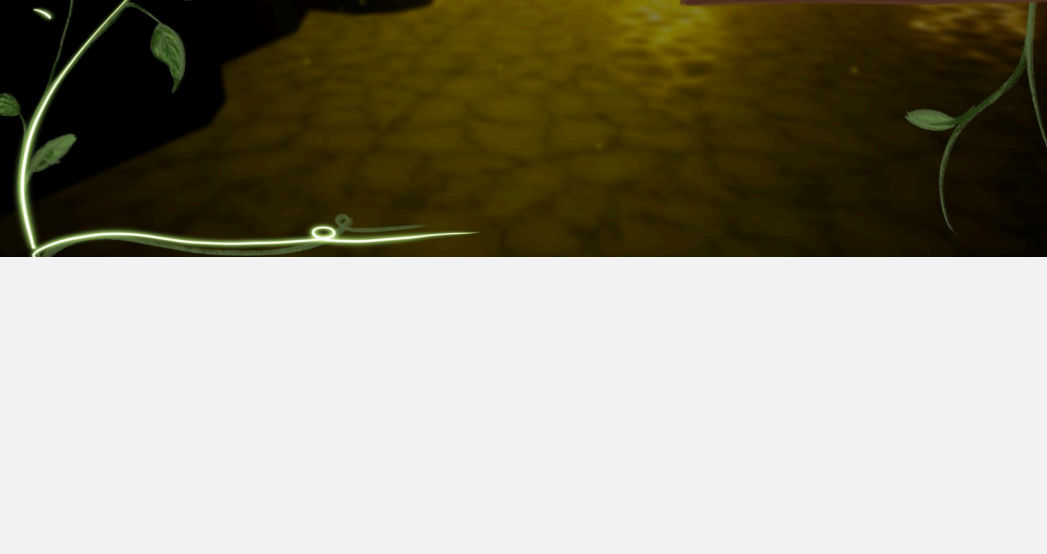


## CONCEPT

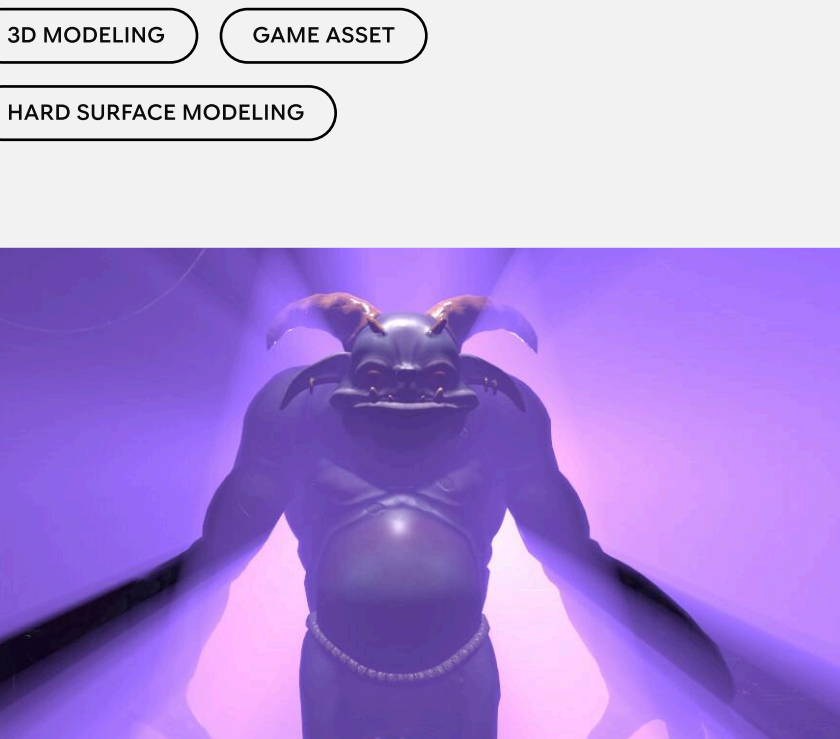
Milo: Beyond the Adventure is a platformer game that follows a character stranded in a foreign world, where they must help corrupted inhabitants and restore balance.

The experience unfolds across three levels, combining exploration, progression and boss encounters. The project focuses on creating an engaging gameplay flow through level design, guiding the player with clear direction while introducing challenges and narrative elements.

It explores how environment, mechanics and storytelling can come together to build a cohesive and immersive game experience.



## SELECTED WORKS



### Plasma Gun - Prop

- 3D MODELING
- GAME ASSET
- HARD SURFACE MODELING



### Troll - Character

- CHARACTER
- 3D SCULPTING

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