

Games I Worked on in Smaller Capacity

[Animal Hair Salon Australia](#)

I have designed and implemented Nibbles the Sugar Glider segment - an obstacle course with timed challenges. The segment was later cut from the game.

[Kiki and Fifi Pet Hotel](#)

I have designed and implemented tutorial sequence + designed additional activities and tweaks to better convey hotel theme.

[Tribes Kids](#)

I have collaborated with programmers on designing the stat system (which later become an integral part of TutoTOONS in-house engine), worked on its implementation in the game and the general set up.

