

# Short portfolio

Pepijn Willekens

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# Screenshake festival

Screenshake was at the time the only art festival in Belgium to showcase the video game medium.

Over the course of three days, Screenshake offers a broad and diverse program, including talks and workshops by a wide array of international guests, two big game and art exhibitions, two nights filled with live music, a bunch of unique interactive performances and much, much more.

For the 2016 edition, I was responsible for managing the 50 volunteers over the course of the 3-day weekend.

In the 2017 edition I was responsible for co-ordination of the design, development, and production of the website, branding, print and merchandise, signalisation and catering.

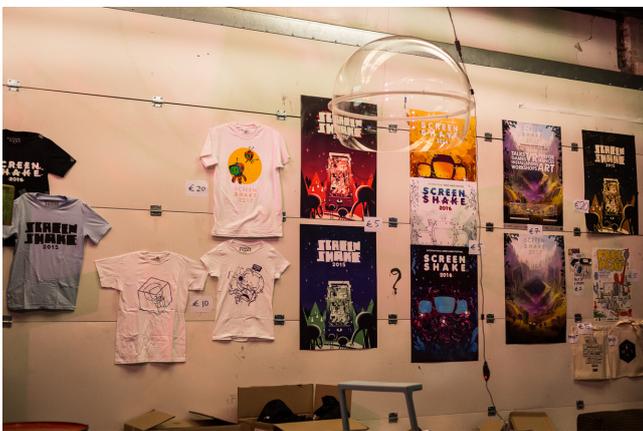
<https://www.thehouseofindie.com/screenshake/2017/>



The main game expo



Workshops



Talks



Live Games, Live Music performance

# Global Game Jam

## Antwerp

Global Game Jam is a yearly event, in which creatives come together on a weekend, to create a game in 48 hours time. They start with brainstorming, then form teams, and at the end they are able to present a fully functional prototype.

Amongst the hundreds of locations that participate each year worldwide, I have been running the edition in Antwerp yearly since 2016.

We have welcomed a healthy mix of students, professionals and hobbyists from various creative industries, which resulted in 25 - 50 participants each year.

GGJA has always been a volunteer driven edition, where we didn't foresee any organiser-fees and went for a breakeven for external expenses. This was made possible through ticket-pricing and sponsorships. We provided breakfasts, lunches, dinners and snacks for the entire weekend, and participants could sleep on location, because we wanted to give an all-in experience.



## Indie game salon



Indie game salon was a monthly local networking drink for local video game developers.

With regular seminars we encouraged sharing valuable experiences. Developers had the chance to playtest each others prototypes and early alpha builds, receive and give feedback among each other.

I have been (co-)organizing the Indie Game Salons monthly from March 2016 - April 2018 ( 25 editions )

# Sakari Games

I joined Sakari Games in 2019 as a programmer for their upcoming survival co-op game *Trail of Nanook*. After missing some funding for further continuation of the development of *Trail of Nanook*, we decided to pivot, reduce risks and develop two smaller games in 3 months time. We split our team of 5 in two, and I took the lead on developing *Rover Wars*, a casual strategy game, which was based on an older game jam prototype of mine. 5 months later we had self-published both *Rover Wars* and *Trailer Trashers* on Steam and Nintendo Switch, with an Xbox Launch for *Rover Wars* coming up. Going through this full process on a limited game scope was a great learning experience for the full cycle from start to storefront.

Since then we've worked on various client and in-house projects, although I cannot share them here.



Trail of Nanook



Rover Wars

# Boa Bonanza

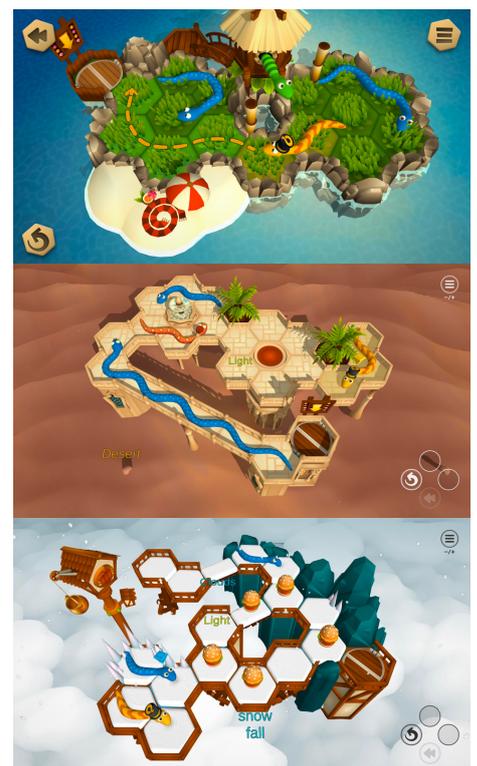
In April 2017, Karel Crombecq and I started Boa Bonanza, a clever unique puzzle game in which you travel through different levels in order to deliver a pizza to a customer.

This is my first commercial game production and it has been our baby project, that receives the love and time it needs to flourish.

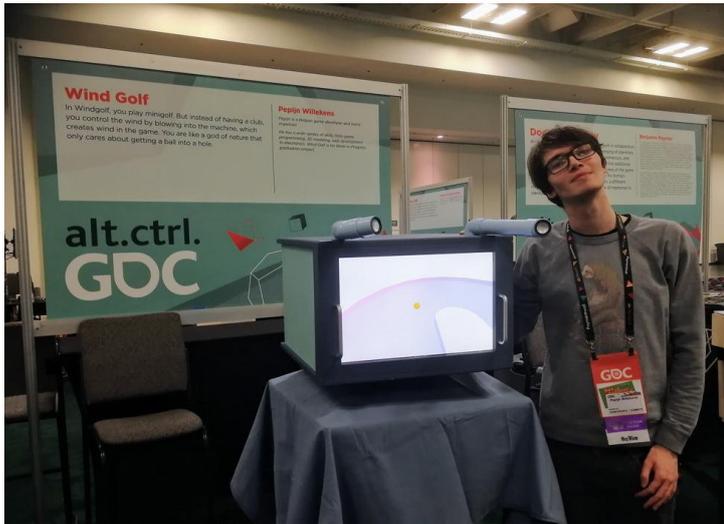
In 2018 we received funding by VAF/Gamefonds and were able to expand our team with art director Wim De Hert.

Programming, production planning, budget management, market research, business development, monetisation planning were all a joint effort of Karel and I.

Ultimately we had to put Boa Bonanza on hold, after being 70% finished, because our other activities started requiring more time.



# Alternative controllers



## Wind Golf

In wind golf, you play minigolf. But instead of having a club, you control the wind by blowing into the machine, which creates wind in the game. You are like a god of nature that only cares about getting a ball into a hole.

This project, that started as a school project, was nominated for the ALT.CONTROL.GDC award at Game Developer Conference 2017 in San Francisco.

## Castle Void Arcade

Castle Void (Predecessor of Rover Wars) is a 1 vs 1 strategy game that is played on a circle shaped map. Because there is no up or down it is best played when displayed on the floor.

To make this possible and easily portable, I built an arcade cabinet which can project on a 1.5m x 1.5m surface next to it through smart usage of mirrors inside the arcade cabinet.

This was a solo hobby project.



## Not Waking up is hard to do

To play you lie on a mattress, that is equipped with movement sensors. On the ceiling your character has to navigate a maze, which you control by tilting your head. To be able to see around you, you have to carefully wake a bit up by moving the mattress. But be careful to not wake up completely!

Made together with Zack Wood, Youngju Kim, Antoine Urquizar and Grizzly Cogs at the Zoomachines Game Jam (2016, Lille, FR)

<https://www.youtube.com/watch?v=ODfuEetDdFk>

