Demo Reel Shot Breakdowns - 2025

Rocky Savoeung

Shot #	Type	Time	Tools	Role	Description	Contribution
1	Title	0:00-0:05			Title text of name, and specified role: Rocky Savoeung, Game Programmer	
2	Gameplay Footage	0:05-0:19	Direct X C++	Designer, Programmer	Shapes moving across the screen, with message prompts and a corresponding UI.	Designed, and implemented full gameplay loop. Created all UI elements and handled game inputs.
3	Featured	0:20-0:50	Unity C# Scriptable Objects	Programmer	In-game combat showcase of three unique characters. Features: - Player Movement and Ability Inputs - Visible Item Drops - AI Enemies	Designed and implemented combat system based on game design plans. Developed stat system to manage player growth, and difficulty system to counteract. Designed and implemented a drop system, that is tiered to match difficulty and uses created stat system. Created custom Finite State Machine, AI States, and AI Controllers. Worked with peers to implement animations, and combat effects (sound and visual)

4	Editor Footage	0:51-1:05	Unity C#	Programmer	Unity Editor Footage showing the process of a grid being customized, saved, and loaded to a game level.	Created a custom grid tool, used for valid AI spawning algorithms. Extended functionality to support flow field pathfinding for AI navigation.
5	Gameplay Footage	1:06-1:15	Unity C# Scriptable Objects	Programmer	In-game, UI footage of items being moved across screen, upgrade interactions. Equip interactions also show amongst tooltips.	Created an inventory system that tracks input and items and validates gear usage per slot. Designed and implemented a tooltip system to provide player feedback. Worked closely with designer to guarantee all items were as specified, and gear slots were marked correctly.
6	Gameplay Footage	1:16-1:30	Unity 3DS Max C#	Designer Programmer	In-game navigation footage, showing the player roam a level.	Designed and developed gameplay scenario. Modeled player character. Designed levels, and level objectives
7	Outro	1:31-1:35			Outro text of name, and specified role: Rocky Savoeung, Game Programmer as well as website: rockysavoung.com	

Resources:

Guardians of Xenasia Team (Shots 2, 5):

1. Lead Designer + Creative Director: Keith Simmons (https://keithpsimmons.wixsite.com/kpsgamedesign)
2. Lead Programmer: Rocky Savoeung (https://rockysavoeung.com/)
3. Audio Composer + UI Artist, Generalist Artist: Sebastian Giron-Bedoya (https://vibeware.carrd.co/)
4. Environment and VFX Artist: Matias Cardenas (https://matcm149.artstation.com/)
5. Environment Artist: Spencer Matthewson (https://sjmathewson4.wixsite.com/spencermathewson)
6. Primary Character Artist: Nicholas Brijeski (https://nicholasbportfolio.carrd.co/)
7. Secondary Character Artist: Celica Morandi (https://spoopy.neocities.org/)

Demo Reel Audio:

1. Red Lights – Elijah K (https://pixabay.com/music/beats-red-lights-218894/)