



Born March 1st, 2022

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Socials

[Linktree](#)

Media

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Biography

I'm an independent solo video game developer with a focus on works that challenge the player to reflect upon themselves and consider life's purpose and meaning.

Games

[The Life of a Magical Circle](#)

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My debut game was *The Life of a Magical Circle*. It's a philosophical collect-and-survive roguelite that explores the difficulty of finding and fulfilling one's purpose. Alex Di Francesco collaborated with me to produce the soundtrack for this project.

[Sick Samurai](#)

[Click here to download press kit](#)

My second game was *Sick Samurai*, a fast-paced action game, presented as a memoir, that tells a story about confronting the past, living authentically, and accepting oneself.