

NaPaliGhost

UEFN

~2.000 hours experience

Verse Programming, Level Design, Game Design

Software Development

~20.000 hours experience

Programming, UI/UX Design

Limited Build Battle Royale



A 60 player battle royale on a massive map, making use of world partitioning and HLODs.

Chests filled with a custom loot pool. Randomized chest and llama locations.

Dynamic mechanics based on player count: first storm zone timer, amount of air drops / capture areas, player spawning locations.

Tropical Islands - 1v1 / 2v2 Zero build



45 maps designed for 1v1 & 2v2 combat. Making use of several gameplay mechanics: geysirs, lava, wind splines, zip lines, bouncy mushrooms, bomb flowers.

Custom round system including respawning players through verse, map preview through a level sequence and round end / start UI.

Two different game modes: 'Legacy' game mode has players starting with green guns, providing an upgrade to players for one of the guns for every round they lose. 'All Gold' lets players select a custom loadout from 51 gold guns and 9 consumables.

Jungle Games



A collection of different game modes on a unique jungle themed map: free for all, king of the hill, sniper free for all.

Players respawn in the air and can fly right back into action, or make a stop at the loadout selection rock halfway through.

Contains a custom mechanic which resupplies players with consumables based on a timer.

Trickshot Championship



A very unique game mode, where players need to do trickshots with a hunting rifle, flying through the air on a drift board.

Custom mechanics: trickshot scoring logic, players get automatically respawned in their starting hut if they get yeeted off their drift board, time freeze event

Custom UI: showing trickshot scores and live leaderboards.

Commissions

Contact me through email if you are interested in working with me!

hello@napalighost.com

Links

napalighost.com/uefn - fortnite.com/@napalighost