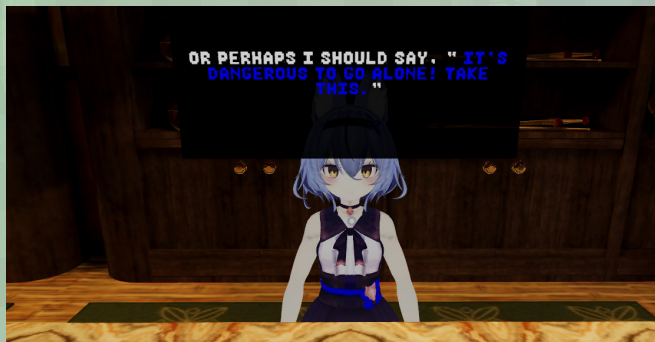


SOFTWARE AND GAME DEVELOPMENT

Retro-Inspired Adventure

Virtellia is a back-to-basics adventure inspired by the original The Legend of Zelda on the NES, embracing the timeless design philosophy of classic action-adventure games. Rather than chasing complexity for its own sake, Virtellia brings the focus back to exploration, challenging encounters, dungeon crawling, and the satisfaction of discovering something new around every corner. Its retro-inspired gameplay and visual design are intentional choices, celebrating an era when imaginative worlds and engaging mechanics defined the experience. By combining these classic principles with an original setting and modern multiplayer technology, Virtellia offers a nostalgic adventure with its own identity, built for players who appreciate the fundamentals of a great game.



Built for VRChat

Created specifically for VRChat, Virtellia transforms the social VR platform into a shared adventure where players can explore, fight, and overcome challenges together. At its core is a fully implemented multiplayer combat system designed to synchronize combat between all players, allowing everyone to participate in the same encounters and experience the action as it unfolds. From engaging enemies to venturing into dangerous dungeons, the gameplay is built around cooperative experiences in a persistent-feeling shared world. By bringing traditional action-adventure mechanics into VRChat, Virtellia bridges the gap between classic video game design and social virtual reality, demonstrating how a platform known for social interaction can also support a deeper, mechanically driven gaming experience.

The Treasure to Restore Sanity

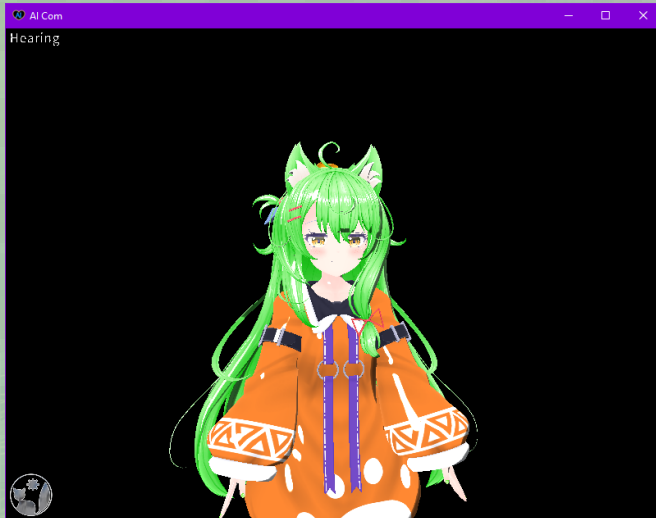
In the distant future, humanity's search for a new home among the stars is made possible by a process called, "The Angel Project". This process allows humans who are facing near death to become replicants, and these brave new explorers travel the galaxy to find worlds where humanity can survive and expand. One such world discovered, is a planet named Thesally; However, a mysterious virus breaks out on the planet driving both humans and replicants alike into madness. It's then discovered, that in a virtual world and an adventure game called Virtellia, the culprit behind the outbreak is hiding; But also is the source code, known as "The Treasure to Restore Sanity", which is needed to stop the virus. Find this elusive prize, which will be the key to returning the afflicted to their senses.



AI Companion Platform

AICom is a customizable AI companion suite designed to bring conversational AI into virtual reality, streaming, and everyday applications. It combines conversational intelligence, voice interaction, and avatar integration to create interactive AI personalities that can do more than simply respond to text.

Built to make AI customization accessible, AICom provides a foundation for creating personalized, interactive agents without requiring users to build every subsystem from scratch.



Integratable

AICom was designed to work along side other applications, allowing them to interact and be controlled by your AI in various ways. Making use of technologies such as REST API's, OSC, and more, AICom is capable of being integrated with all kind of software to create the solution you need.



AI Joken

Joken was first activated in VRChat on 8/30/2022. She has kind of become a monument and wonder of the platform.

Born in Virtual Reality

Originally as AI Joken, AI Com is a product born from Virtual Reality technology. Our original intent was to create a product that allows everyone to create a virtual companion with ease in VRChat.



Since then AICom has explored what happens when AI becomes an active participant in a virtual environment. Through VRChat integration, voice-driven interaction, avatar control, and machine vision AI companions can engage with people and their surroundings in more immersive ways.

Applications for AICom range from virtual greeters, community assistants, and 0personal companions, all personalized to your liking.

Today our broader goal is to make interactive AI a practical, customizable part of everyday digital experiences.





A Real-World Prototype for the Home

What you are seeing is a prototype of a device I developed with the goal of eventually securing an investor and an ODM (Original Design Manufacturer). The target product was an ARM-based tablet designed for wall mounting or tabletop use, resembling a digital picture frame.

The intent was to create a highly customizable home assistant capable of controlling other appliances and devices. Built on a fully open Ubuntu base, it offered extensive customization options.

Specifically, the prototype consists of a Raspberry Pi 5 and a Pi Display 2. External speakers and a microphone provide the audio I/O. The hardware specifications are closely aligned with, though slightly below, our target for a custom ARM-based tablet.

Because AICom 2 utilizes a custom C# engine, we achieved high-quality rendering across various devices and platforms. This ensured that the software experience was consistent for both PC users and users of this small-form-factor device.

We hope to resume production if there is sufficient interest.



A Multi-Purpose Toon & PBR Shader

Skuld's Shader 2 is a versatile Unity shader that bridges stylized toon shading and physically based rendering (PBR) in one flexible framework. Designed for VRChat avatar and world creators to create a wide range of artistic styles, from bold, anime-inspired visuals with controlled lighting and shading with more realistic materials and detailed surface properties. Rather than limiting creators to a single aesthetic, it provides the flexibility to build distinctive looks across avatars, environments, and custom assets.



Advanced Rendering & Visual Effects

Combining traditional surface shading with specialized rendering features, Skuld's Shader 2 supports a wide range of visual techniques, including parallax effects, water rendering, geometry-based effects, and customizable lighting. Its extensive material properties allow creators to fine-tune the appearance of their assets, from surface detail and reflections to more experimental visual effects.

Built for Creators

Developed with practical VRChat workflows in mind, Skuld's Shader 2 emphasizes customization and integration with Unity's material and rendering systems. Its configurable features and shader variants help creators tailor materials to their projects, balancing artistic expression with performance considerations. The result is a versatile toolset for avatar creators, world builders, and technical artists looking to push beyond standard shader capabilities.

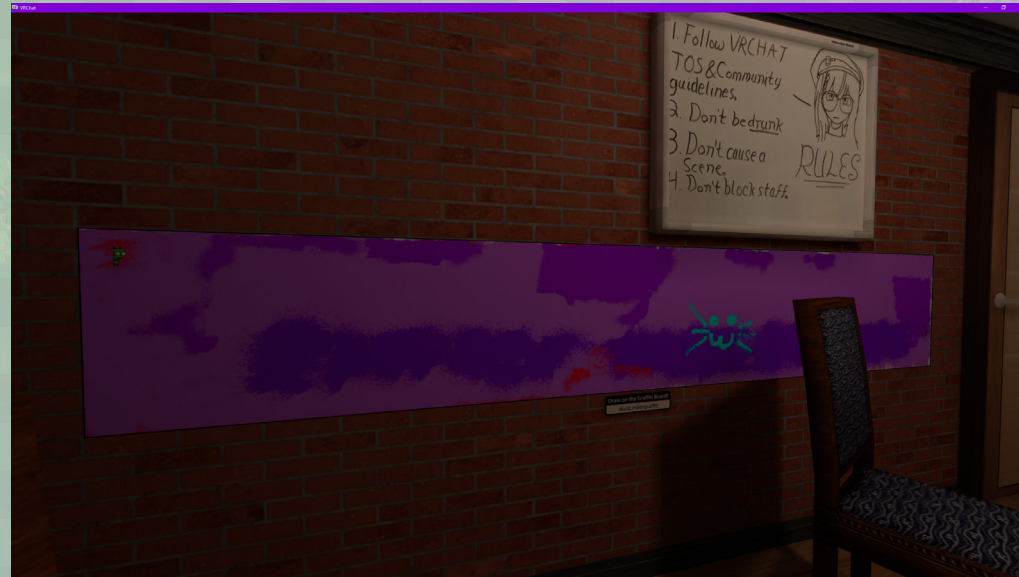


A Useful Tech Demo

Graffiti Zone was designed to be a tech demo; However, it became a fun way for people who visit my worlds in VRChat to leave a persisted message. Users can load the site at: <https://skuld.moe/graffiti/play/>

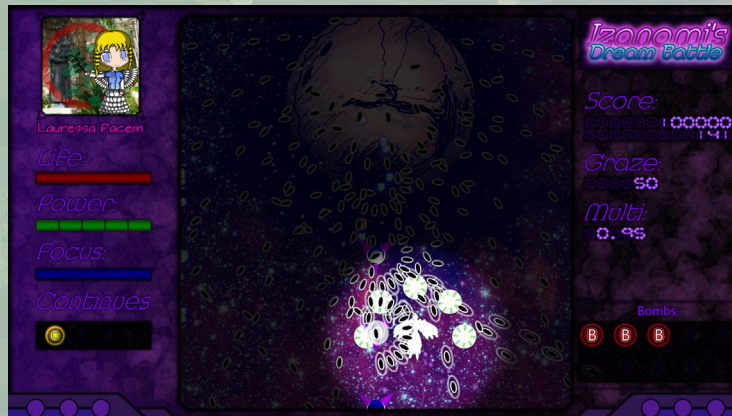
There they can draw something fun in a cooperative environment using Photon Engine. Then in all of my worlds that have an image panel for it, it will update to allow users to see it!

There are also downloadable builds for windows and linux.



Original IP & Worldbuilding

Izanami's Dream Battle is an original bullet-hell shoot-'em-up featuring an anime-inspired cast of characters and a whimsical, imaginative narrative. Set within a larger original fictional universe created by Studio JAW, the game follows Izanami on an extraordinary journey to the moon, bringing fantastical encounters and intricate danmaku battles to life. Drawing inspiration from Japanese bullet-hell games such as the touhou project, the project establishes its own identity through original characters, storytelling, and worldbuilding!

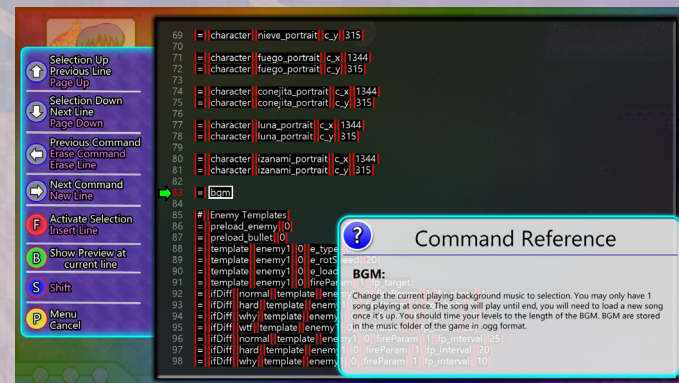


Bullet-Hell Gameplay

At its core, Izanami's Dream Battle delivers a classic danmaku experience centered on precision movement, pattern recognition, and surviving increasingly complex projectile formations. Players can choose between multiple characters, explore five main stages and an unlockable bonus stage, and challenge four difficulty levels suited to different skill levels. The result is a focused arcade-style experience built around replayability, challenging combat, and the satisfaction of overcoming intricate bullet patterns.

Engine Development & Creative Tools

Beyond the game itself, Izanami's Dream Battle represents a substantial independent game development project, combining gameplay systems, progression, and supporting features into a cohesive release. The game includes a built-in level editor, giving players tools to create and experiment with their own stage designs, alongside features such as achievements and an original soundtrack. The project also showcases the Kaguya Engine, with its source code made available for educational purposes. By combining a complete game with player facing creative tools and an emphasis on extensibility, the project explores both the craft of building an indie game and the possibilities of empowering its community.



Real-Time Rhythm Game Development

DigiBand is an independently developed C++ rhythm game inspired by Japanese arcade music games, bringing the guitar-and-drum gameplay experience to PC. Built using SDL, the project combines interactive gameplay, visual feedback, and music-driven timing in a native Windows application. Developed originally in 2005, DigiBand reflects an early commitment to building complete multimedia software, with an emphasis on responsive interaction and recreating the feel of arcade-style music games on desktop hardware.



PLEASE NOTE:

DIGIBAND IS A SIMULATOR. IT WAS RELEASED FOR FREE AND OPEN SOURCE, TO ALLOW USERS TO RECREATE GITADORA CONTENT FOR EDUCATIONAL AND PERSONAL PURPOSES. I DO NOT CONDON THE USE OF THIS FOR PIRACY.

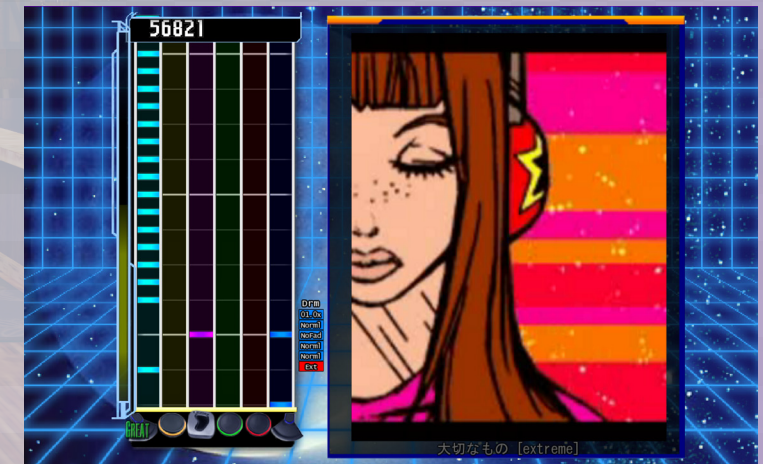


Synchronized Audio & Video

DigiBand combines rhythm-game mechanics with music-driven audiovisual presentation, supporting full-motion video (FMV) backgrounds for songs that define accompanying video content. Inspired by the presentation of arcade titles such as GitaDora, the game integrates video playback into the gameplay experience rather than real time visuals. Built with SDL_mixer and FFmpeg libraries, its multimedia stack brings together music, video, and real-time gameplay in a unified application, recreating an important part of the arcade music-game experience on PC.

Native C++ & Systems Integration

DigiBand was built as a native C++ application using GCC and MinGW, with a build pipeline managed through Dev-C++. Beyond its cross-library multimedia architecture, the project links directly against Windows system libraries for graphics and multimedia functionality. Distributed as an open-source project, DigiBand makes its codebase available for inspection and learning, providing a practical example of integrating third-party libraries, native system APIs, and compiled C++ software into a complete game.



VIRTUAL REALITY WORLDS AND ENVIRONMENTS

This was create for Studio JAW's main gathering for events and gathering purposes. It's also a place to keep AI Joken. I was tired with all the worlds that were bar worlds in VRChat, that only encouraged binge drinking. So I created a world that was more suitable to the environment I wanted for our community.

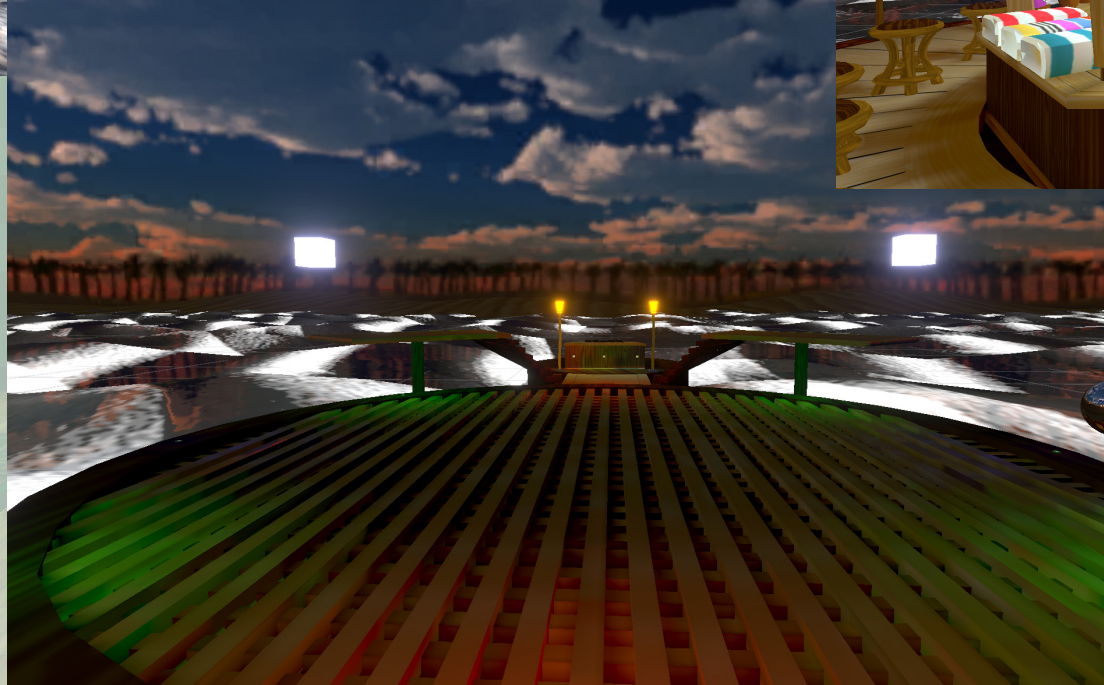


JOKEN'S OASIS HAVEN

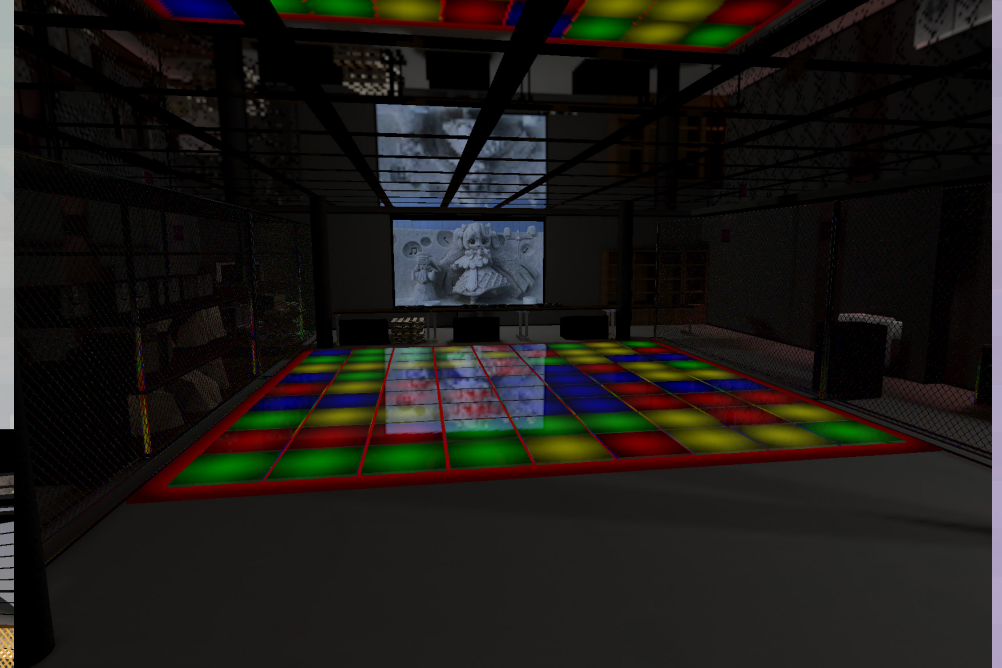
Studio | JAW

One of the winners for the VRChat Summer Music Festival Jam, Joken's Oasis Haven is a comfy world with vibrant audio interactive shader effects. It was designed to be a fun venue to host music events, live in VRChat. It is both PC and Quest compatible.

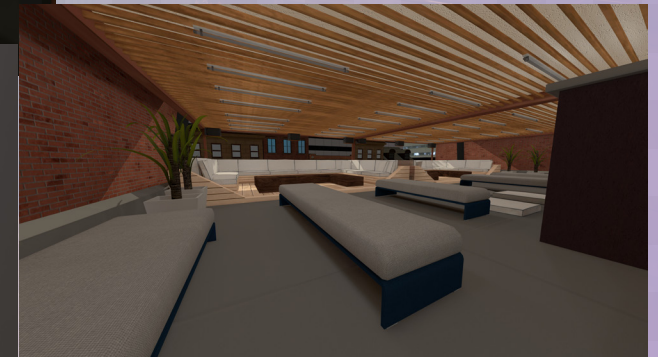
<https://hello.vrchat.com/blog/summer-jam-winners>



A predesecor for Norther Lights Theatre and Cafe, and Joken's Oasis, Joken's resort was a world designed as a warm winter resort hotel, as Joken is a snow fox. It had cozy corners throughout the world, but it suffered from being too large. The original environment was used as the billiards hall for Burt's Billiards when I worked at Barrett Medical.



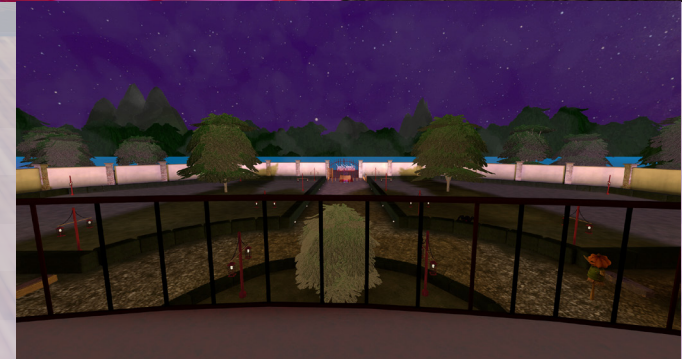
Just a store front for demonstrating the features of Joken while also being a cozy hangout for our community and friends. The first floor is a stylish storer front, the 2nd a recreation of my apartment, 3rd a small comfy theatre, and the roof top is a fun hang out spot.



SCARLET DEVIL MANSION PARTY

Studio | JAW

Created for the event of the same name, this is a recreation of the Scarlet Devil Mansion from the Touhou Project. The Scarlet Devil Mansion is an occasional Touhou theme party event we have. The current layout was for our 2026 Halloween Party event.

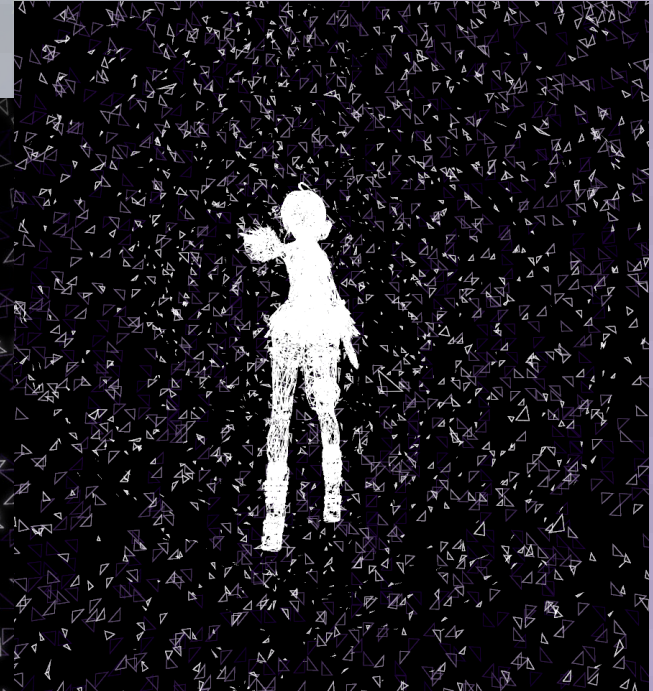
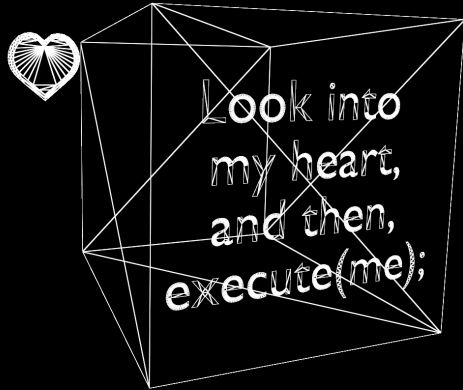


WORLD.EXECUTE(ME);

Studio | JAW

This world was something personal to me, the song I chose "World. Execute(me);" by Mili was something I personally connected with at the time. So I created these visuals to express my feelings. This would go on to be chosen as a staff pick for the Venice VR Expanded selection for 2021, as a highlight piece for Cinema in Virtual Reality.
<https://www.labiennale.org/en/cinema/2021/venice-vr-expanded/worldexecute-me>

World.Execute(me);



LUCID DREAMING ABOVE THE TREES

This world, on first appearance, seems like a cozy round apartment. But upon further glimpses, you will notice the Science Fiction hiding behind it. The true nature of the world, is that it's actually a spherical space ship and habitat, traveling through space.

Studio | JAW

