Michaela McGuire

Architecture

View the full portfolio at http://www.thecreativefinder.com/briefgarage

Professional Experience and Curriculum Vitae

Happy Wheels is a ragdoll-physics-adventure based Flash game created by Jim Bonacci and launched in June of 2010. Players control a selection of various, unique characters with their goal being to get to the finish line, activate a trigger that triggers victory, or collect a required amount of tokens while avoiding being splattered across the level by many hazards and obstacles. Users may create and share their own custom scenarios using the expansive level editor, play some of the over 10 million already-existing user-made levels, or take a look at some of the featured levels – the best levels in the game. The game is most notable for its dark sense of humor and its large amounts of blood and gore. The full version allows you to go to the up-to-date version, while the demo stays on v1.10, with limited features.

Previous Clientele

Please kindly get in touch for more information.

Awards and Accolades

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