PROJECT SHOWCASE / ENGINEERING & PRODUCT PORTFOLIO

Career Town (CV RPG)

Technical Case Studies

Prepared for professional review | November 4, 2026 | English edition

Evidence note: Based on prior project discussions, described architecture, selected development/debugging history and portfolio records available at preparation time. This is a portfolio case study, not a fresh source-code audit, external security review, market study or verified commercial due diligence. Planned capabilities and unverified outcomes are labeled accordingly.

Career Town (CV RPG) | Technical Case Study

Interactive resume / portfolio | Stage: Concept, world assets, Tiled configuration and character designs; complete public game unverified

Technical summary

Career Town is an interactive RPG-style professional portfolio in which a recruiter explores a small town. The candidate’s education, skills, work and projects appear as discoverable buildings instead of being confined to a static resume page.

Problem and engineering context

Traditional portfolios place many technologies and project details into long scrollable pages. A visually navigable professional map can create stronger differentiation and invite exploration, but must retain straightforward accessibility for busy reviewers.

Technology stack

- Tiled for orthogonal tile map authoring and layered placement.
- Pixel-art spritesheets for recruiter animation and environmental elements.
- Phaser 3 as the intended game runtime for movement and scene interactions.
- Responsive web shell and an ordinary non-game navigation path should accompany the RPG.
- Project materials include 30x24 tile map planning, stone ground, buildings, grass overlay and decoration layers.

System architecture and component boundaries

- Scene entry: accessible intro screen with the option to explore or use a standard project listing.
- Map subsystem: authored Tiled layers, passable paths, building interaction zones and decor.
- Entity subsystem: player sprite animation, collision, navigation and camera.

- Content subsystem: building IDs resolve to portfolio data, technical case studies and downloadable PDFs.
- Fallback navigation: recruiters can access projects, resume and contact information without gameplay.

Data model and domain contracts

- Tile map and layers: StoneGround, Buildings, Grass and decorative elements.
- Building metadata: ID, interaction bounds, title, category and content link.
- Recruiter character: animated movement frames and scale tied to scene proportions.
- Projects registry: descriptions, technology stack, external links and separate technical/business PDFs.

Primary application flows

- Land on the portal with immediately identifiable navigation options.
- Optionally control a character to approach a building.
- Enter a portfolio presentation or open the corresponding project details.
- Return to map, navigate to education/contact or switch to an accessible standard view.

Engineering challenges and tradeoffs

- Character-to-building scale and shadow alignment were previously identified as art consistency issues.
- Large map textures and layered transparency can create rendering and performance costs.
- Keyboard/touch navigation, collision and loading must be reliable.
- The RPG experience cannot hide important career facts from recruiters unwilling to play.
- Metadata and SEO need conventional pages beyond the canvas rendering surface.

Available evidence and limits

- Extensive map, art, tileset and responsive intro design discussions are available.
- There is no verified public production build or recruiter usability testing in the supplied materials.
- A separate Project Showcase portal is being developed as an immediate conventional entry point.

Recommended technical validation / next steps

- Finish one high-quality navigable map section with one interactive building.
- Implement accessible direct links to every project and downloadable PDF.
- Test recruiter task completion (find stack, resume, GitHub, contact) under two minutes.
- Optimize assets and input controls across desktop/mobile.
- Release progressively while keeping the conventional portfolio live.

Recruiter interview prompts

- How do Tiled layer metadata and Phaser collision interact?

- What is the conventional fallback if gameplay fails?
- How do you keep project content synchronized with RPG buildings?

Disclosure: This report intentionally distinguishes observed discussions from proposed engineering improvements. Tests, benchmarks, revenue, user adoption and security compliance are not asserted without supporting evidence.