



I started Just Add Lava in 2025 to make games inspired by the charm of 90's PC gaming. With a background in computer science, my current growth focuses on game design theory, artistic creativity, and building community. I like projects with focused scope where I can hone in on details and every pixel matters.

I love turn-based strategy games because they give you time to reflect, deliberate, and make decisions with intentionality. I chose the space 4X genre for my first game because I like to think big about humanity's place in the universe and our future among the stars.

David Comello-Buckingham