

# Go, Simone Gregor J.

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## ACADEMIC BACKGROUND

### University of Santo Tomas

Bachelor of Science in Computer Science

2022 – Present

### Claret School of Quezon City

Elementary and Secondary Education

2011 – 2022

## PROFESSIONAL EXPERIENCE

**Arch Global Services (Philippines) Inc.** – Talent Acquisition Admin Support (2023)

- Contacted candidates and coordinated screening schedules
- Updated candidate records and assisted TA projects

## TECHNICAL SKILLS

- **Programming:** Java, JavaScript, Python, C++, SQL, Flutter, Dart
- **Web:** HTML, CSS
- **Tools:** Unity, VS Code, Git
- **Design:** Video Editing, Graphic Design, UI Design
- **General:** Database Management, Software Development, Game Development

## PROJECTS

- **SpeakUP** – Job Interview Training Game With Adaptive Game Dynamics Using DQN and PPO
  - Developed an interactive interview simulation using Deep Q-Networks (DQN) and Proximal Policy Optimization (PPO) to provide users with personalized, adaptive communication feedback.
- **MV88 Ventures: Inventory Management System for Pet Accessories**
  - Developed a streamlined inventory system to track stock levels, manage sales records, and organize product data for a pet accessory business.
- **Dandan Adventures** – 2D Platformer Game
  - Developed and designed a platformer game exploring the basics of game development in a 2D environment
- **DanDan Dungeon** – 2D Dungeon Crawler Game
  - Designed a game that features AI enemies with dynamic pathfinding as well as implementing advanced logic for game mechanics.