

CHLOE DANIELLE GUTIERREZ

UI/UX DESIGNER & GAME DEVELOPER | 4TH YEAR BS ENTERTAINMENT AND MULTIMEDIA COMPUTING | GAME DEVELOPMENT MAJOR

EMAIL: GUTIERREZCHLOE1212@GMAIL.COM | PHONE: +63 9082955163

PORTFOLIO: [CHLOEDANIELLE.GITHUB.IO/GUTIEREZCHLOE.GITHUB.IO/](https://chloedanielle.github.io/gutierrezchloe.github.io/)

LINKEDIN: [LINKEDIN.COM/IN/CHLOE-DANIELLE-GUTIERREZ](https://linkedin.com/in/chloe-danielle-gutierrez) | LOCATION: CUENCA, BATANGAS, PHILIPPINES

SUMMARY

Senior BS Entertainment and Multimedia Computing student specializing in Game Development at De La Salle Lipa. Passionate about bridging the gap between functional code and intuitive design. Possesses a strong foundation in Unity (2D/3D) and Front-End Web Development, with a specific focus on UI/UX Design using Figma. Seeking an internship opportunity to apply skills in user interface design, prototyping, and interactive software development.

TECHNICAL SKILLS

Game Development: Unity 2D, Unity 3D, C# Programming, Game Design, Level Design

UI/UX Design: Figma, Responsive Design, Prototyping, Wireframing, Mobile App Design, Web Design

Web Development: HTML, CSS, JavaScript, Tailwind CSS, Responsive Web Design

Mobile Development: Flutter, Dart

Tools & Software: Git, Visual Studio, Adobe Creative Suite

Core Competencies: Project Leadership, Problem-Solving, Agile Development, User-Centered Design

EDUCATION

De Lasalle Lipa University | Expected Graduation: June 2025 2022 - Current

- Bachelor of Science in Entertainment and Multimedia Computing Major in Game Development

Cuenca Institute Senior High School 2020 - 2022

- Accountancy and Business Management

Cuenca Institute Junior High School 2016 - 2020

PROJECTS

Noli Me Tangere: Interactive Educational Game March 2025 - December 2025

Project Leader, Lead Programmer, and Developer | Capstone Project (Group)

- Led a team in developing a 3D educational game using Unity to transform José Rizal's Noli Me Tangere into an interactive learning experience for students and teaching tool for educators
- Programmed core game mechanics including quiz systems, episodic chapter navigation (64 chapters divided into 8 episodes), and badge reward system
- Coordinated project timeline, delegated tasks, and ensured successful integration of game features and educational content

Noli Me Tangere Game Website**September 2025 - December 2025**

Frontend Web Development

- Designed and developed a promotional website to showcase the Noli Me Tangere game, including game objectives, trailer, and downloadable demo
- Implemented responsive design and interactive elements to enhance user engagement and facilitate game distribution
- Technologies: HTML, CSS, JavaScript, Tailwind CSS

MDJ Catering Website UI/UX**2023**

Freelance Project

- Created dual-interface website design in Figma: admin dashboard for staff to manage orders and progress, and customer portal for booking services
- Integrated QR code functionality for seamless catering menu access
- Delivered complete UI/UX design with focus on user experience and operational efficiency
- Technologies: Figma, UI/UX Design, Prototyping

DASH Carpool Application**2023**

Academic Project

- Designed web and mobile application UI/UX for a carpool service connecting De La Salle Lipa students
- Created user flows for ride-offering and ride-booking functionalities to improve campus transportation accessibility
- Developed comprehensive wireframes and high-fidelity prototypes for both platforms
- Technologies: Figma, Mobile UI Design, Web UI Design

PennyWise Wallet App**2024**

Academic Project

- Developed a mobile financial tracking application using Flutter enabling users to monitor savings, set financial goals, and record transactions
- Implemented intuitive UI and data visualization features for enhanced financial literacy
- Technologies: Flutter, Dart, Mobile Development

Personal Portfolio Website**2025**

Solo Project

- Developed responsive portfolio website to showcase projects, skills, and professional experience
- Implemented modern design principles and interactive elements for optimal user experience
- Technologies: HTML, Tailwind CSS, JavaScript

AWARDS

- De Lasalle Lipa - Dean's Lister 1st Year 1st and 2nd Semester
- De Lasalle Lipa - Dean's Lister 2nd Year 1st and 2nd Semester
- De Lasalle Lipa - Dean's Lister 3rd Year 1st and 2nd Semester
- De Lasalle Lipa - Dean's Lister 4th Year 1st Semester