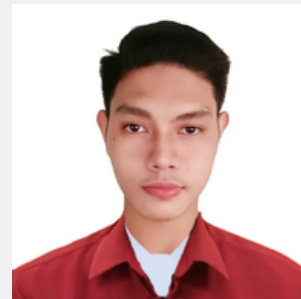# Jonel Ryan A. Damian

Game Developer

📞 +639270684228    ✉ ryandamian1117@gmail.com    📍 Parkview Village, San Felipe, Naga City

## SUMMARY

I'm a passionate and dedicated aspiring Game Developer seeking an internship/work to apply my skills in programming, low poly 3D modeling, and 2D environment design. Eager to learn, grow, and gain hands on experience in game design, development, and production within a creative and collaborative team.

## EDUCATION

**Bicol State College of Applied Sciences and Technology**                      **2022-2026**
Bachelor of Science in Entertainment and Multimedia Computing
Major in Game Development

**Camarines Sur National High School**                                                        **2020-2022**
Computer System Servicing (CSS)

## TRAININGS

**An Introductory Workshop on UI and UX Design**
Department of Information and Communications Technology
March 2024

**MACE Production Summer Training Camp**
Multimedia and Creative Enthusiasts
May 2025

**IMAGDD - Innovations in Multimedia Animation & Game Design Development**
Game Developers Association of the Philippines
May 2025

**Understanding Smart Contract**
Department of Information and Communications Technology
October 2025

## SKILLS AND COMPETENCIES

- Programming Language : Java, Javascripts, HTML,  C++, C#
- Tools and Software : Unity, GitHub, Adobe Photoshop, Adobe Animate, Maya, Blender, Visual Studio, Krita
- Specialty :Gameplay Programming, UI System Development, Low-Poly 3D Modeling, 2D Game Environment Design
- Teamwork Skills
- Strong Communication
- Adaptability

# ACADEMIC GAME PROJECTS

### ABYSS DIVER – 2D Platformer, Shooter

- Solo Developer | Mar 2025
- Implemented AI system for enemy and boss behavior.
- Created and optimized mechanics in Unity.

### Flagged & Fragged – 2D Platformer, Shooter, Multiplayer

- Solo Developer | Mar 2025
- Implemented New Input System.
- Created and optimized mechanics in Unity.

### AIRSTRIKE PURSUIT – 3D Survival

- Solo Developer | Apr 2025
- Designed & Implemented AI system for enemy behavior.
- Designed & Developed the 3D model asset.
- Created and optimized mechanics in Unity.

### Mr. Kupido – Platformer, Shooter

- Developer (9 members) | Sep – Dec 2024
- Helped Designing and Programming the UI System in Unity.
- Top 19 Semi-finalist (YCC2), a National Game Development Competition.

### SORT IT OUT! – 3D Survival Adventure, Puzzle

- Team Member (5 members) | Capstone Project | Jan 2025 – Present
- Designed & Developed the 3D model of the characters/objects.
- Animated all Characters in Maya.
- Developed core game mechanics in Unity.

### Mendville – 2D Educational Game

- Developer (5 members) | Commissioned Project | Aug – Oct 2025
- Developed core game mechanics.
- Designed & Created 2D assets and UI System.
- Conducted playtesting and debugging.

### Saldang :The Lost Soul – 2D Rougelike

- Developer (5 members) | Oct – Nov 2025
- Developed core game mechanics.
- Created/Designing the UI System.
- Award winning project for the Mythic Game Jam 2025 hosted by Bicol University

# REFERENCES