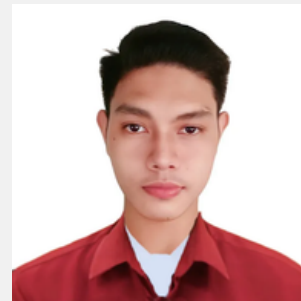# Jonel Ryan A. Damian

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, C++, C#
- Tools and Software : Unity, GitHub, Adobe Photoshop, Adobe Animate, Maya, Visual Studio, Krita
- Specialty : UI System, Low - Poly 3D Models, 2D Game Environment
- Teamwork Skills
- Strong Communication
- Adaptability

ACADEMIC GAME PROJECTS

ABYSS DIVER – 2D Platformer, Shooter

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

Flagged & Fragged – 2D Platformer, Shooter, Multiplayer

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

AIRSTRIKE PURSUIT – 3D Survival

- Apr 2025 | Solo Developer
- Designed & Implemented AI system for enemy behavior.
- Created and optimized mechanics in Unity.

Mr. Kupido – Platformer, Shooter

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

SORT IT OUT! – 3D Survival Adventure, Puzzle

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

Mendville – 2D Educational Game

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

Saldang :The Lost Soul – 2D Rougelike

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

REFERENCES