

RAILEE DARREL A. TRABALLO

GAME DEVELOPER

CONTACT

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SKILLS

Portfolio

- <https://darreltraballo.github.io>

Game Development

- **C#:** Unity game development
- Familiarity with Shader programming using Unity's Shader Language
- Knowledge of Game Design and Development processes
- Understanding of game mechanics and player engagement strategies
- Python and Python game development using Pygame

Soft Skills

- Ability to work independently and in teams
- Problem-solving and critical thinking skills

EDUCATION

**BS IN COMPUTER SCIENCE
APPLICATION DEVELOPMENT TRACK
UNIVERSITY OF MAKATI**
2020 - 2024

ACHIEVEMENTS

2023

PARTICIPATED IN UMAK 5TH CCIS HACKATHON
UMAK CCIS INFOTECHNOLYMPICS
ANDROID APP CATEGORY 2ND RUNNER-UP

Dean's Lister

A.Y. 2021 - 2022 1ST SEMESTER
A.Y. 2023 - 2024 1ST SEMESTER

PROFILE

A Game Developer who loves creating interactive experiences through code. I specialize in solving gameplay and technical challenges, especially by recreating game systems to sharpen my skills. I'm excited to apply my experience to projects that break new ground in gaming.

PROJECT HIGHLIGHTS

Game Development (Unity)

PCDefender (UMak 5th CCIS Hackathon) 2023

- A Tower Defense game where you play as a computer's Antivirus Software defending against waves of virus attacks.
- Game Design and Lead Programmer

A Byte-Sized Museum (Thesis Project) 2023-2024

- An educational puzzle-adventure game designed to teach computer programming concepts.
- Game Design and Lead Programmer

Water Simulation (Personal) 2023-2024

- Experimented with Unity's shader language by attempting to simulate a body of water

Scatter (Pirate Software Game Jam 14) 2024

- An RTS game where survival depends on real-time resource scavenging, mirroring real-life scenarios.
- Lead Programmer

Pokemon Battle System Clone (Personal) 2024

- A simplified recreation of Pokemon's Battle System, focused mainly on Generation 1 mechanics.

Ender Dragon AI Clone (Personal) 2024

- An attempt to recreate Minecraft's Ender Dragon AI in Unity.

Wave Function Collapse Algorithm 2023

- An Implementation of the Tiled Wave Function Collapse Algorithm using Python with Pygame
- Python

Other Technical Achievements

Genetic Algorithm for Solving a Multiple Variable Combinatorial Optimization Problem 2022-2023

- A Python based program developed as a final requirement for our Discrete Structures 2 course
- Python