

DEAN HAROLD ABAD



Web and Game Development



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Personal Portfolio - UI, gamedev,
arts, and certs

SKILLS & TOOL SET

Applications

- Godot Engine - GDScript and Control nodes
- Materialize, Sass, JavaScript, React
- C++ and SFML
- Python

2D Art & Assets

- Aseprite - pixel art, assets, & animations
- Krita - digital art
- MS Paint - digital art, and assets

Animations

- Aseprite
- Godot Engine
- Adobe Animate CC

Graphics Design

- Canva

Game BGM & SFX

- LMMS - bgm & sfx
- BeepBox - sfx

3D Modelling

- Godot Engine - 3D models via CSG Mesh nodes
- Others:
 - picoCAD
 - MagicaVoxel
 - JavaScript and p5.js
 - C++ and FreeGLUT
 - Blender

PROFILE

I am a self-taught web app developer and game designer. For the scripts I use, I am experienced with GDScript and JavaScript, and I am relatively knowledgeable with C++ and Python programming languages. I program for needed certain tools and for leisure.

As for graphics, I mainly produce pixel art and animations which serve as assets for my personal projects. I also animate with Godot Engine and certain web libraries. I mostly work with mouse in digital art, but I can also create with touch inputs.

EDUCATIONAL BACKGROUND

College

Asian Institute of Computer Studies (AICS)

Bachelor of Science in Information Technology (BSIT), 1st Year.

Commonwealth, Quezon City, NCR

2021

Senior High Diliman College

Java and Web Development

Commonwealth, Quezon City, NCR

Dean's Lister and Academic Distinction

2018

Junior High

Bagong Silangan High School (BSHS)

Visual Arts, English Journalism, and TLE.

Commonwealth, Quezon City, NCR

WORKS

Game

Be Witched!

A simple top-down shooter game where the protagonist finds herself with a powerful staff, and it is her responsibility to keep it from exploding their world.

Animation

Four Horsemen of Studying Animations

A compilation of 4 animated pixel arts which have their unique styles.