

CLYNE JESTER AQUINO

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PROFILE

3rd-year Information Technology student passionate about game development, web design, and creative technology. Skilled in front-end development, 3D asset creation, and indie game design using Unity and Blender. Dedicated to building interactive digital experiences that balance design and function.

TECHNICAL SKILLS

Frontend Development – HTML, CSS, JavaScript

Backend Development – PHP, Node.js, MySQL

UI/UX Design – Prototyping, Minimalist Layouts, Accessibility

Game Development – Unity, Blender, Level Design, Asset Integration

3D Modeling & Animation – Unity Asset Animation, Game Environment Design

Digital Arts – Digital Illustration, Novel Covers, Sketches

HOBBIES & INTERESTS

Reading historical and psychological books

FPS & Tactical gaming (Arena Breakout, Combat Master)

Calisthenics and fitness routines

Outdoor exploration and nature trips

Road trips and motorcycles

Creative arts (acrylic, digital, and 3D)

Airsoft, tactical gear, and shooting sports

ACHIEVEMENTS

Senior High School High Honors (2023) – Academic Excellence

Most Valued Mod Developer (2024) – Carnage Wars Audio Mod System

Redzone Low Poly Extraction (2024) – Indie game prototype

HarvestLane Mamburao Prototype (2024) – Level and UI design

Top-down Shooter Demo (2024) – Combat and AI learning project

EDUCATION

Bachelor of Science in Information Technology (Ongoing)

Occidental Mindoro State College

PERSONAL STATEMENT

“I always start with a clear plan and goal before development. I value precision, creativity, and consistency. My dream is to create games that inspire and entertain people worldwide.”