

# Dana Angela Neria

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## EDUCATION

### University of British Columbia

Sep 2021 – May 2026

- Bachelor in Cognitive Systems with an Applied Music Technology Minor

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## SKILLS

**Languages:** C#, HTML/CSS, JavaScript, Python, Java, C, C++

**Frameworks/Tools:** Unity, Node.js, React, Next.js, Vite, Git, Max/MSP/Jitter, CodePen

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## PROJECTS

### Death Kitchen

- Contributing to the development of a Unity-based co-op horror game, focusing on visual design, scene composition, and player immersion.
- Integrated and optimized post-processing profiles, volumetric lighting, and skybox settings to enhance environmental realism.
- Collaborated cross-functionally with **artists and designers** to create cohesive **character aesthetics**.

### The Pianist

- Built an interactive visual piece in **Max/MSP/Jitter**, integrating **Unity** and **C#** to process real-time motion data from an Xbox Kinect Sensor bar, tracking a trained dancer's movements.
- Transformed a static **Unity** piano asset into an audio-reactive performance instrument.
- Enhanced visual storytelling through custom particle systems and adaptive lighting that reacted to musical intensity in real-time.

### Shrinking Islands

- Created interactive visuals using Kinect-tracked dancer movements to control a custom particle system generating dynamic rain and lightning.
- Programmed procedural sinking mechanics for a **Unity** island asset to gradually submerge.
- Delivered a live presentation of the piece to an audience of over 80 attendees at the culmination of a 2-week creative residency at the University of the Philippines Diliman.

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## EXPERIENCE

### Unity Developer – Eternal Blaze Studio

Oct 2025 – Present

- Assisting in development of an upcoming horror co-op game that is set for Q2 2026 release on Steam.

### Tutor – The C.O.D.E. Initiative Foundation

Jan 2023 – Mar 2023

- Taught students how to design and build personalized websites on **CodePen** using skills in **HTML**, **CSS**, and **JavaScript** over a 3-month period.

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## CERTIFICATIONS

### Unity Essentials Pathway

July 2025

- Mastered core **Unity** workflows, including 3D, audio, programming, 2D, and publishing essentials.

### Unity Junior Programmer Pathway

Oct 2025

- Completed comprehensive training in **Unity** game development, covering **C#**, gameplay mechanics, debugging, version control, and project optimization. Gained hands-on experience through building interactive 2D and 3D projects.