GIANNE RUSSEL CASTAÑEDA

An aspiring Game Developer who is well-organized and dedicated to gaining practical experience in a responsible job.

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SKILLS

HTML

CSS

JAVASCIPT

GAME DEVELOPMENT (UNITY)

MS OFFICE

STRENGTHS

- SELF-MOTIVATED
- ACTIVE LISTENING
- CREATIVE
- ABILITY TO WORK WELL UNDER PRESSURE.
- COOPERATIVE

REFERENCE

GIANNE RUSSEL A. CASTAÑEDA

+639619975459

giannerussel.castaneda@gmail.com

github.com/GRussl

EDUCATIONAL HISTORY

CAVITE STATE UNIVERSITY-MAIN (CVSU INDANG)

Bachelor of Science in Computer science | 2018 - present

WESTERN COLLEGES INC

Senior High School (STEM Strand) l 2016-2018

WORK EXPERIENCE

LIDAR REVIEWER | LIDAR ANNOTATION

Remotask | 2020

- Oversaw and assisted in the execution of lidar works.

IMAGE SEGMENTATION

Remotask | 2020

- Annotates objects and painted the desired pixels.

ASSISTANT SECRETARY (SHS IMMERSION)

MENRO (Municipal Environment and Natural Resources) | 2018

- Assisted and list the schedule of the workers under MENRO Naic.
- Helped supervise the various project such as ocean rehabilitation and Trash Management in Naic Cavite.

PROJECTS

The Adventures of Baby Bowser

- A 3D adventure game developed using Unity Game Engine.
- Composed of different kinds of scenes that contain the levels.
- Composed of an enemy that has Pathfinding and collision detection.