

Gabriel Paolo S. Redillas

Developer • Designer

Crafting digital experiences with creativity, logic, and intention.

See projects

Contact



About Me

I'm an IT student and creative developer passionate about building atmospheric, intuitive, and user-centered experiences. I focus on the story behind the product — who it serves, why it exists, and how it should feel.

- Converting Java projects to C++ for learning and performance
- Prototyping interactive experiences with Pygame and web tools
- UX thinking, rapid iteration, and financial model checking for student businesses

Selected Projects



Grow Ga-as — Snake Game

2nd year CP101 project. Click to play the in-page fullscreen version (Yes, this is a fully working Java game ported to HTML).

C++ Game



Mentoral IQ - AI Study Mentor

2nd HCI project. Prototype that summarizes documents, extracts key points, and generates study questions for students.

Prototype Research



Tetris — Atmospheric

Personal project made in python, ported to HTML. Click to play a fully working atmospheric Tetris built into the portfolio. Soft lighting, glass UI, responsive controls.

Game JS