

Gerson de Ocampo

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Work Experience

Solutions Exchange Inc. | QA Tester Intern

July 2023 - October 2023

- Performed thorough manual testing to find bugs and issues in the program affecting different functionality.
- Detailed instructions for reproducing bugs found during testing, together with predicted and actual outcomes, were documented.

Projects

Liminal Nextbot

December 2023

- Led the creation of the game using the Unity Game Editor, which was created with the built-in C# programming language.
- Implemented A*, NavMesh, and Non-Euclidean Algorithm for enemy movement and player immersion on the game.
- Designed levels, Applied A* on Terrain, Discovering and Fixing bugs in the game before releasing.

Electronic Psychology Information and Communication (EPIC) System

May 2020

- Developed a functioning e-psychology platform, EPIC System, for DLSU-D's student wellness center.
- Design a responsive and user-friendly interface using front-end development tools such as HTML, CSS, Bootstrap, and JavaScript.
- Added appointment scheduling features, resources, and user data storage and management using a MySQL database.

Education

De La Salle University Dasmariñas

September 2020 – May 2024

BS in Computer Science specialized in Game Development | **GPA:** 3.52

Awards: Excellence in Leadership and Best Thesis | **Honors:** Dean's Lister 2020 - 2023

Tertiary Education

De La Salle University Dasmariñas

August 2018 – May 2020

Information and Communication Technology Track

Honors: With Honors

Secondary Education

Skills

- Fluent in both Filipino and English language
- Great in teamwork, cooperation, and time management
- Adaptable and fast learner
- Proficient in MS Office Applications
- Knowledgeable in Python, Java, C++, HTML, CSS, JS, Swift, and C# Programming Languages
- Knowledgeable on using Unity, Github, Git Bash, VS Code, NetBeans, JCreator, Cisco Packet Tracer, XCode