



Ian Charles Brillantes

Video Game Developer

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📍 Yulo Drive St. Arevalo, Iloilo City

SKILLS

- Critical thinking
- Effective communication
- Ability to work well under pressure
- Has good leadership skill
- Has immense sense of duty to be fulfilled everyday

EDUCATION

COLEGIO DEL SAGRADO CORAZON DE JESUS

- School year - 2015 to 2019

WESTERN INSTITUTE OF TECHNOLOGY

- Master of Science in
Information Technology
2020 - 2024

REFERENCE

Margarita Perez
Larana, Inc
hello@reallygreatsite.com

SUMMARY

- My job as a video game developer is to ensure the balance and fairness to the game for the players to enjoy. I analyze and double check the program to see if there's any bug or broken mechanics that can mitigate a player's overall experience.

WORK EXPERIENCE

GAME DEVELOPER AT RIOT GAMES

- A key highlight of my experience was working on the development of a new character for League of Legends, where I collaborated with designers to bring a champion to life, balancing gameplay mechanics, abilities, and lore to ensure both competitive integrity and player excitement.

PROGRAMMER AT GOOGLE INC.

- At Google, I was part of a dynamic engineering team where I contributed to the development and optimization of large-scale systems that power some of the most widely used applications and services worldwide, including Google Search, Google Cloud, and Android.

FRONT END DEVELOPER FOR MR. BEAST

- During my career, I have worked on a wide range of projects, from developing landing pages for startups to building complex web applications for established companies. My work has always focused on user-centric design, ensuring that each interface is not only aesthetically pleasing but also optimized for usability across devices and platforms.