

CHRISTIAN JAY CASTRO

BSEMC GAME DEVELOPMENT

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Objective

I am a graduate of Bachelor of Science in Entertainment and Multimedia Computing with a strong foundation in multimedia design, and basic game development. I am proficient in using creative tools such as Blender, Unity, Sketch up, Canva, Capcut and other multimedia software. I am passionate about continuous learning and eager to contribute my creativity and technical skills to a dynamic company that values innovation and growth.

EDUCATION

Bachelor of Science in Entertainment and Multimedia Computing (Game Development)

City College of San Jose del Monte, Bulacan

- Academic Standing: Dean's Lister – 3rd Year, 2nd Semester

EXPERIENCE

Hytec Power Inc. - Multimedia Supervisor

- Supervised a small creative team with OJT's in producing digital and visual content.
- Managed project timelines and ensured design quality and consistency.
- Coordinated tasks and provided creative direction to meet deadlines.

Current

3D Modeler / Game Developer - Freelance

- Create 3d Model Assets.
- Create Game or Application.
- Finish tasks and provided creative direction to meet deadlines.

2023 - 2025

Skills

- Blender
- Unity
- Sketch up
- Capcut
- Canva
- Photography
- Videography
- Office Software

ACHIVEMENTS / CERTIFICATES

- Most Popular in the BSEMC Project Exhibit
- Best EMC Project - 3rd Year
- Exhibitors – Game Category
- 2nd Year
- 3rd Year
- 4th Year
- Best Game Project in the BSEMC Exhibit
- Best Capstone Project

PRE – PROFESSIONAL EXPERIENCE

Graphic Artist / Video Editor Intern - Admin Department

Public Employment Service Office

(June 25 - November 15 2024)

- Created promotional graphics using Canva for social media platforms
- Edited short-form videos for Facebook content
- Data Encoder