GHEIAN CARL DANE C. AGUSTIN

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A Computer Engineering graduate from Polytechnic University of the Philippines eagerly seeking an opportunity where I can utilize my learnt skills in developing and programming in a professional setting and enhance my capabilities for the betterment of the organization. I wish to contribute towards the organizational goals through my interpersonal skills, technical and problem-solving skills, passion, and dedication.

EDUCATION

BACHELOR OF SCIENCE IN COMPUTER ENGINEERING   *2019 – 2023*
Polytechnic University of the Philippines
- **Honors:** President's Honor List Award

SCIENCE, TECHNOLOGY, ENGINEERING & MATHEMATICS (STEM)   *2017 - 2019*
Rizal High School
- **Honors:** Academic Excellence Awards with Honors

TECHNICAL SKILLS

- Python
- Unity C#
- Unity C#
- JavaScript (React Native)
- PHP, HTML, CSS

SOFT SKILLS

- Interpersonal Skills
- Able to meet deadlines
- Fast learner
- Resourceful and Creative
- Critical thinking

PROJECTS

PHYSICS EXPRESS   *October 2022 – June 2023*
Mobile Application Development
- Implemented real-time document storing using Firebase for login credentials and other variables (score, remarks, etc.)
- Developed back-end skeleton using React components and made final calls for overall changes.
- Worked on front-end design using CSS to meet UI/UX design expectations.

CITY ADVENTURES   *August 2022 – October 2022*
Game Development
- Worked on the implementation of characters ranging from movement to interaction through scripts and different assets available using Unity C#.
- Rearranged the city landscape using pre-made asset and other components.
- Handled the Game Design Document (GDD) for the blueprint of the game.

SANGGUNIANG KABATAAN NG MAYBUNGA WEBSITE   *November 2021 – March 2022*
Website Development
- Worked on a team to gather relevant and appropriate information of the SK Maybunga Council.
- Constructed the overall design and accessibility of the website through various UI/UX applications.

PHYSICS MACHINE   *April 2021 – May 2021*
Mobile Application Development
- Implemented local database of the application to store and fetch data for the quizzes.
- Examined the application to identify various bugs and defects and to satisfy and uphold quality requirements.

MYTHOS   *August 2020 – January 2021*
Game Development
- Designed the front-end aspect using Unity assets and sprites to match the theme and concept of the game.
- Administered back-end skeleton of the main character and AI/NPC using Unity animations and components.
- Developed different game algorithms for both characters and interface using 2D Unity.
- Performed various tests to identify bugs from characters to sceneries across the game.
- Organized the overall Game Design Document (GDD) to present the concept and the blueprint of the game.

EXPERIENCES

NTEK SYSTEMS INC.   *August 2022 – October 2022*
Junior Unity Programmer
- Developed certain characters' movement and interaction using Unity animations and components.
- Reconstructed the city's landscape to minimize the load and make the game simpler.
- Recorded weekly progress to monitor the status of the game.
- Handled the Game Design Document (GDD) for the blueprint of the game.

CERTIFICATIONS

FREECODECAMP.ORG
- Responsive *September 2021* Web Design

COURSERA
- Cybersecurity *August 2021* for Everyone

TESDA
- Introduction to CSS *August 2021*
- Installing and *August 2021* Configuring Computer Systems

- Setting Up *August 2021* Computer Networks
- Setting Up *August 2021* Computer Servers
- Maintaining Computer *August 2021* Systems and Networks

SOLOLEARN
- C++ *October 2020*
- Java *October 2020*
- Python Core *August 2020*
- C# *August 2020*
- Python 3 *August 2020*