

KEVIN L. SHU TOO

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EDUCATION

De La Salle University

2017 - 2019

Senior High School – Science Technology Engineering Math

De La Salle University

2019 - Current

BS Interactive Entertainment Technologies

Major: Game Development

ACADEMIC PROJECTS

Semester Saga by More Boulets Studios

2023 – 2024

Engineer

- Worked on developing a school-based RPG game as an engineer and programmer
- Created and assisted with minigames
- Created working animations using assets from the arts and design team
- Created, worked on, and assisted with various scripts and components that affect game mechanics like in-game stats, time, event systems, and animations

Tower Climb!

Engineer

2024

- Created an augmented reality mobile game that uses tracked images to create a spiraling 3D tower for 2D platforming
- Worked on the AR scripting and scene design
- Makes use of Unity and Droidcam

What Lurks In The Dark

2025

Engineer

- Created a 3D sidescroller horror game in Unity set in a school campus with monsters as part of a team
- Worked on coding the trap and enemy behaviors, scene designs, and team management

Astro Shork

2025

Engineer

- Assisted the team in creating a top-down Vampire Survivors like game of a shark fighting against creatures and asteroids
- Worked on the enemy and bullet scripting

For minor projects and other technical showcases, please refer to the attached portfolio Google drive / Github

PREVIOUS WORK EXPERIENCE

DLSU GAME Lab

2025

Lead Engineer

- Worked on developing an in-house game engine
- Worked on an AR mobile application as well as conducted user testing
- Handle management tasks and organization of files

PARTICIPATIONS

DLSU IET Level Up 121 IEPROJ Expo – Student Games Showcase (Presenter and Engineer)

December, 2024

Semester Saga by More Boulets Studio

Manila, Philippines

- Joined as a member of the group as an engineer and programmer
- Attended as a member for the presentation and playtesting of our video game
- Debugging errors and problems encountered by playtesters

International Robotics Olympiad (Attendee)

December, 2016

Beijing, China

- Joined as a member of the Jubilee Christian Academy team
- Built a robot and programmed it using Arduino

CODING LANGUAGES

C#	Well-versed in using C# for creating simple to complex games, classes and components, UI, game mechanics, calculations, and data storage
C++	Well-versed in using C++ for creating simple games, classes and components, game mechanics, using SFML, and calculations
C	Has knowledge and experience in using C to create simple 2D or text-based games, using SFML, and data storage
html	Has prior knowledge and experience for designing basic functional websites and webpages
python	Has prior experience with basic usage for data storage and creating simple text-based games

GAME ENGINES

Unity	Has worked with Unity engine for various projects and is well-versed in its scripting, animation, AR support, and scene-building
Unreal Engine 5	Has prior knowledge and experience in using its systems

OTHER SOFTWARE

Visual Studio Code	Main text editor used for coding C, C++, and C#
Visual Studio	Used as a common tool for coding and compiling projects that use C, C++, and C#
GIMP	Has experience using GIMP for photo editing
AutoCAD	Has prior experience used for 2D designs and architecture
3ds Max	Has prior experience used for 3D modeling, rigging, and animation
Photoshop	Has prior experience used for photo editing
Github	Frequently used when collaborating with other developers and designers especially with Unity projects
MySQL	Minor experience with creating and querying databases
Jupyter Notebook	Used for machine learning and other computational documents

OTHER INFORMATION

Languages: English, Filipino, Basic Mandarin Chinese

Interests: Creative writing, Video games, Gunpla and modeling, Comics and manga

Creative and adaptable Game Developer with experience in C#, C++, Unity, and Unreal Engine 5. Experienced and knowledgeable in various game development skills ranging from coding to animation. Seeking to further develop my technical and problem-solving skills. Passionate about creating and developing games people can enjoy and immerse themselves with as well as remember fondly.

Age: 23

Address: 34 Ragang Street, Barangay Manresa, Quezon City, Metro Manila, Philippines