



# JOHN MICHAEL G. JOYOSA

Game Developer

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<https://maykooool.github.io/PORTFOLIO-WEB/>

## PROFILE INFO

A motivated and detail-oriented aspiring Game Developer seeking a role where I can contribute skills in game testing, debugging, story development, UI design, and music and sound production. Eager to apply knowledge gained from personal projects and training in a creative environment that values innovation, collaboration, and quality gameplay experiences.

## EDUCATION

### Bicol State College of Applied Sciences and Technology

Bachelor of Science in Entertainment and Multimedia Computing Major in Game Development  
2022-2026

### Camarines Sur National High School

Accountancy, Business, and Management (ABM)  
2020-2022  
Senior High School

## TRAININGS

### An Introductory Workshop on UI and UX Design

Department of Information and Communications  
Technology  
March 2024

### IMAGDD - Innovations in Multimedia Animation & Game Design Development

Game Developers Association of the Philippines  
May 2025

### MACE Production Summer Training Camp

Multimedia and Creative Enthusiasts  
May 2025

### Innovation in Automation, Power, and Security: A Multi-System Demo

Camarines Sur International School Inc. (CSIS Naga)  
September 2025

### Motion Meets Imagination: A 2D Animation Demo

PixelFusion Academy  
September 2025

### Understanding Smart Contract

Department of Information and Communications  
Technology  
October 2025

## SKILLS AND COMPETENCIES

- Project Management
- Leadership Proficiency
- Strong Communication & Teamwork Skills
- Programming Languages: C#, C++
- Tools & Software: Unity, GitHub, Adobe Photoshop, Audacity, FL Studio, Visual Studio
- Specialty: UI Systems, Music and Sound Production
- Game Story & Narrative Design

## ACADEMIC GAME PROJECTS

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### **SORT IT OUT! - 3D Survival Adventure, Puzzle**

- Jan 2025 – Present | Team Member (5 members) | Capstone Project
- Developed core game mechanics and UI systems.
- Composed music and sound effects. Used GitHub

### **Mendville - 2D Educational Game**

- Aug – Oct 2025 | Developer (5 members) | Commissioned Project
- Developed core game mechanics. Created music/SFX and 2D assets.
- Conducted playtesting and debugging.

### **Saldang: The Lost Soul of Bicol - 2D Roguelike**

- Oct – Nov 2025 | Developer (5 members)
- Developed core game mechanics and UI systems. Composed music/SFX. Managed version control via GitHub.
- Award winning project for the Mythic Bicol Game Jam 2025 hosted by Bicol University.

### **CHASE! - 3D Chasing and Stealth Game**

- Apr 2025 | Sole Developer
- Designed/Implemented AI system for enemy behaviour.
- Created and optimized game mechanics in Unity.

### **RUN! - 3D Chasing and Puzzle**

- Game Jam 2025 | Team Leader / Main Programmer (4 members)
- Designed/Implemented AI and UI system.
- Created and optimized core mechanics in Unity. Used GitHub.

### **Mr. Cupido - Platformer, Shooter**

- Sep – Dec 2024 | Developer (9 members)
- Assisted with core mechanics and UI systems. Created music/SFX.
- Top 19 Semi-finalist (YCC2), a National Game Development Competition. Used GitHub.

### **POLYWARS - Platformer, Shooter**

- Mar 2024 | Sole Developer
- Implemented AI system for enemy behaviour.
- Created and optimized mechanics in Unity.

## REFERENCES

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**Joehel C. Arcilla, MIT**  
**Capstone Coordinator, BISCAST**  
jcarcilla@astean.biscast.edu.ph

**Mark M. Montero, MCGA**  
**OJT Coordinator, BISCAST**  
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