

JOHN MICHAEL G. JOYOSA

Game Developer

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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

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. Kupido - 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

Joenhel C. Arcilla, MIT
Capstone Coordinator, BICAST
jcarcilla@astean.bicast.edu.ph

Mark M. Montero, MCGA
OJT Coordinator, BICAST
mmmontero@astean.bicast.edu.ph