

PATRICK JOSEPH PRONUEVO

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PROFESSIONAL SUMMARY

Knowledgeable in game development with a solid background in creating immersive and engaging experiences. Adept at designing innovative gameplay mechanics and compelling storylines that captivate players. Proficient in coding and skilled in collaborative problem-solving.

WORK HISTORY

ARC Roofing Co. - Freelance (User Interface Designer)

12978 SW 132nd Ave, Miami, FL, United States (Remote) • 05/2024 - 08/2024

- Designed user interfaces using Figma, creating website pages and content while ensuring consistent brand alignment.
- Enhanced user experience by designing intuitive interfaces and seamless navigation elements.
- Designed 2 sets of headers and footers and developed a cohesive color palette for consistent branding.
- Developed wireframes, prototypes, and mockups to effectively communicate design concepts to stakeholders.

Results Marketing Partners - Intern

350 Royer Rd, Lititz, PA 17543, United States (Remote) • 01/2024 - 05/2024

- Implemented SEO strategies to boost website visibility and drive organic traffic.
- Developed websites using CRM platforms like WordPress, prioritizing user-friendly design and functionality.
- Identified a niche market and developed tailored offerings for the customer base.
Created a tripwire poster and video, along with a series of 5 engaging emails to drive customer engagement.
- Designed intuitive UI/UX interfaces using Figma, improving overall user experience.

PROJECTS

Whisper of the Dead (Unity 3D)

- Implemented AI scripts and animations to enhance enemy behavior and interactions.
- Utilized ProBuilder to create assets, including bullets and other in-game elements.

PORTFOLIO

- <https://patrick-joseph-propnuevo-portfolio.vercel.app/>

SKILLS

- Unity
- C#
- Java
- C++
- Git/GitHub
- Figma
- UI and UX Design Proficiency
- Concept Development
- MS Word
- PowerPoint
- Google Docs
- Google Sheets

EDUCATION

Bulacan State University

Malolos, Bulacan • 08/2024

Bachelor of Science: Information Technology

ACCOMPLISHMENTS

- Magna Cum Laude
- Best Research in Web and Mobile Development
- Dean's Lister and Gold Gear Awardee
- Best in Investigatory Research

| PROJECTS (CONT'D)

Kingdom Siege II: Rise of Warlords (Unity 3D)

- Implemented pathfinding algorithms for enemy AI to improve movement and decision-making.
- Developed systems using pure C# classes, applying OOP principles such as encapsulation, abstraction, and object-oriented design.

Argon Assault (Unity 3D)

- Utilized Timeline to create and manage scripted in-game events for more dynamic gameplay.

Purrfect Code (Unity 2D)

- Led project design, overseeing the development and execution of game visuals, concepts, and battle systems.

PokéDex By 3xJoseph (Java & Android Studio)

- Integrated PokéAPI to retrieve data for Pokémon.
- Designed the application's UI using Android Studio, ensuring a user-friendly experience.
- Developed the backend using Java to manage application logic and functionality.

| CERTIFICATIONS

- Complete C# Unity Game Developer 3D (**UDEMY**)
- C# Basics, Intermediate, and Advanced Classes (**UDEMY**)
- Programming Design Patterns for Unity: Write Better Code (**UDEMY**)
- Math For Video Games: The Fastest Way to Get Smarter at Math (**UDEMY**)
- SRE - The Big Picture (**UDEMY**)
- Level Up with GitHub Codespaces and CoPilot (**Microsoft**)
- A Crash Course: Tesla – Price, Value, and Performance (**IBS - International Business School Americas**)

| AFFILIATIONS

- Microsoft Learn Student Ambassador (Beta)
- BSU Microsoft Student Community (Events Director)
- BSU CICT Local Student Council (E-Sports Committee)