

# Patrick Joseph Pronuevo

Game Developer

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[Portfolio](#)

[LinkedIn](#)

I am a passionate and creative game developer with expertise in both 2D and 3D game development using Unity. My goal is to craft immersive and engaging experiences that resonate with players, blending innovative mechanics with compelling storytelling. I thrive on continuously learning and adapting to new technologies, trends, and techniques in the gaming industry, ensuring that each project I work on delivers fresh, exciting gameplay. Always striving for excellence, I am committed to pushing the boundaries of interactive entertainment.

## SKILLS

- Unity
- C#
- Java
- C++
- HTML/CSS
- Python
- JavaScript
- Git/GitHub
- Notion
- Figma
- Arduino
- MS Word, Excel, Powerpoint
- Google Docs and Sheets

## WORK EXPERIENCE

Web and Mobile Developer (Intern)

**Results Marketing Partners** (01/2024-05/2024)

- Created LHD UI Design for their client.

Freelance (User Interface Designer)

**ARC Roofing Co.** (05/2024-08/2024)

- Designed client portfolio and full scale website.

## EDUCATION

Bachelor of Science in Information Technology

**Bulacan State University**

2020 - 2024 Malolos Bulacan

## ACHIEVEMENTS

Magna Cum Laude

(06/2024)

Best Research in Web and Mobile Development

(04/2024)

Dean's Lister and Gold Gear Awardee

(08/2020 - 06/2024)

Best in Investigatory Research

(09/2019 - 02/2020)

## PROJECTS (More on my Portfolios)

Whisper of the Dead (09/2024 - 10/2024)

**Unity 3D**

- Implemented AI Scripts and Animations to the Enemy.
- Utilized ProBuilder for asset creation such as bullets.

Kingdom Seige II: Rise of Warlords (09/2024)

**Unity 3D**

- Implemented Pathfinding for Enemy AI
- Used pure C# classes and OOP Methods such as Encapsulation, Abstraction and Classes and Objects.

Argon Assault (08/2024 - 08/2024)

**Unity 3D**

- Used Timeline for scripted events.

Purrfect Code (05/2023 - 06/2023)

**Unity 2D**

- Lead project designer.
- In charge of game visuals, concepts, and battles.

## CERTIFICATION

Complete C# Unity Game Developer 3D

**UDEMY** - Rick Davidson, GameDev.tv Team, and Gary Pettie

Issued Oct 2024

C# Basics, Intermediate, and Advanced Classes

**UDEMY** - Mosh Hamedani

Issued Oct 2024

Programming Design Patterns For Unity: Write Better Code

**UDEMY** - GameDev.tv Team

Issued Oct 2024

Math For Video Games: The Fastest Way To Get Smarter At Math

**UDEMY** - GameDev.tv Team, Ben Tristem, Gary Pettie

Issued Oct 2024