

Patrick G. Pablo

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Block 3 Lot 6 Phase 1 Site Paliparan III Dasmariñas, Cavite



OBJECTIVE

- To secure an entry-level position in Software Development where I can leverage my bachelor's degree in computer science and hands-on experience in game development and knowledge in programming language in Java, C#, C++, Dart, JS, and GDScript. I am eager to contribute to diverse projects within a dynamic team environment. Committed to continuous learning and delivering valuable contributions to the team's overall goals and success.

EDUCATION

EULOGIO AMANG RODRIGUES INSTITUTE OF SCIENCE AND TECHNOLOGY

Bachelor of Science in Computer Science

SY · 2020 - 2024

EXPERIENCE

- **Go Crayons:** Internship at game development department
 - Develop games using Godot
 - Modify and design game mechanics to enhance gaming experience
- **Quantum Games:** Remote Free lancing for game development team
 - Developed custom games tailored to client specifications using Unity.
 - Apply optimization such as Level of Detail (LOD) and script architecture, to improve game performance.

SKILLS

- Knowledgeable in developing software applications for mobile apps and games.
- Skilled in utilizing software such as:
 - Unity
 - Godot
 - Github
 - Flutter
 - React
 - Firebase

PROGRAMMING LANGUAGE

- C#
- Dart
- Java
- C++
- GDScript
- Javascript

I hereby confirm and verify all the facts mentioned above and I hold the responsibility of their authenticity and correctness.

signature