



JACOB MANZANO

GAME PROGRAMMER

PROFILE INFO

A passionate computer science student with a current focus on game development. Well-versed in the process of game-making, from designing game concepts to turning those ideas into reality. A highly motivated worker that is eager to further himself and learn new skills.

PROJECTS

GHOULISH CAMPIN

Unity (2020)

- Solo developed for a 48-hour game jam.
- Multi-functional game design.
- Built for Windows, Linux, WebGL and Android.

GDENG-2 GAME ENGINE

C++ (2021)

- Implemented using DirectX 11.
- Has Mesh and Texture Loading.
- Has Basic Physics System.
- Has Multiple Editor UI Screens.
- Has Multiple Viewports.
- Has Scene Saving and Loading.

FISH YA LATER

Unity (2021)

- Designed as the project to work on for a managed Unity Mobile Workshop.
- Implemented mobile gesture support for different control schemes.
- Built for Windows, Linux, WebGL and Android.

PROCEDURAL PHILIPPINE CITY GENERATOR

Unreal 4 (2021 -)

- Handled spawning of buildings.
- Implemented division of lots.
- Responsible for optimization.
- Designed workflow for material creation.

EDUCATION

BS INTERACTIVE ENTERTAINMENT MAJOR IN GAME DEVELOPMENT

De La Salle University
(2018 - 2022)

- Currently in Senior Year studying Game Development.
- Game Development course in partnership with Ubisoft Philippines.
- Consistently 1st Honors since the first term of the first year of university.



<https://www.linkedin.com/in/jacob-manzano/>



<https://applejacks.itch.io/>



<https://github.com/PigletGD>



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Binan, Philippines

SERVICES

- Game Programmer
- Game Designer
- Game Tester

SKILLS

SOFTWARE

- Unity Engine
- Unreal Engine 4
- Blender

PROGRAMMING LANGUAGES

- C#
- C++

CO-CURRICULAR ACTIVITIES

VICE PRESIDENT OF INTERNALS

INDIE - De La Salle University
(2021 - 2022)

OTHERS

HOSTED WORKSHOPS

August 2020 - RPG Maker Workshop
August 2021 - Unity Mobile Workshop

PARTICIPATED TALKS

July 2020 - Developh's "So you wanna make games, huh" (As Guest Speaker)
October 2021 - Raymund Sison's "Gamification in Education Workshop" (As Guest Speaker)