



JACOB MANZANO

GAME PROGRAMMER



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<https://github.com/PigletGD>



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PROFILE INFO

A passionate game developer who aims to capture the magic of what makes games fun! Well-versed in the process of game-making, from creating tools for helping designers to turning game concepts into a reality. A highly motivated worker that is eager to further himself and learn new skills.

WORK EXPERIENCE

RENFIELD: BRING YOUR OWN BLOOD

Mega Cat Studios
(Feb 2023 - Dec 2023)

GAMEPLAY PROGRAMMER

- A bullet-heaven game made in Unity.
- One of the main programmers of the project.
- Mainly responsible for enemies, bosses, game flow, power-ups, and stage modifiers.

ASSASSIN'S CREED MIRAGE

Ubisoft Philippines
(July 2022 - Dec 2022)

GAMEPLAY PROGRAMMING INTERN

- An action-adventure stealth game made in a proprietary engine.
- Worked with team members around the world.

PERSONAL PROJECTS

PROCEDURAL PHILIPPINE CITY GENERATOR

June 2021 - Sept 2021

- Thesis project made with Unreal Engine 4.
- Responsible for building spawning, lot division, optimization, and material creation.
- Thesis paper published in Philippine Computing Journal (PCJ), Volume 17 Issue 1

DIRECTX GAME ENGINE

June 2021 - Sept 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

Aug 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.

GHOULISH CAMPIN

May 2020

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

SERVICES

- Gameplay Programming
- Tools Programming

SKILLS

- Unity Engine
- Unreal Engine 4
- Godot
- DirectX
- C#
- C++
- GDScript
- Git

INTERESTS

GAMES

- Rogue-likes
- Fighting games
- Platformers
- RPGs

HOBBIES

- Playing Games
- Writing Short Stories
- Playing with Pets

EDUCATION

BS INTERACTIVE ENTERTAINMENT MAJOR IN GAME DEVELOPMENT

De La Salle University
(2018 - 2022)

- Game Development course in partnership with Ubisoft Philippines.
- Graduated as Magna Cum Laude.

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)