

# MARCUS TIMOTHY T. URETA

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0977-822-5079 | [marcustimothy.ureta@gmail.com](mailto:marcustimothy.ureta@gmail.com) |  
LinkedIn: [linkedin.com/in/marcus-ureta-858607382/](https://linkedin.com/in/marcus-ureta-858607382/) | Quezon City

## PROFESSIONAL SUMMARY

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Proficient programming student with experience in Web Development, Software Development, and Game Development. Has experience with development tools such as Windows Forms, Windows Presentation Foundation, and Unity Game Engine. Skilled in using C#, C++, Javascript, CSS, HTML, and PHP. Adaptable and passionate in delivering high quality products. Seeking to apply innovative and creative solutions in a professional work immersion environment.

## EDUCATION

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**CIIT Senior High School, Inc.** 2024-Present  
**TVL-ICT Strand | Senior High School**

- Consistent Classroom Top 10 Honors

**APEC Schools** 2020-2024  
**Junior High School**

- Recipient of Multiple Merit Awards
- Consistent Honor Achiever

## RELATED EXPERIENCES

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**Class Secretary** 2025  
**Grade 12-Java: CIIT Senior High School Inc.**

- Keeps track of attendance of the whole class.
- Manages class documents

**Game Developer** 2024-Present  
**BYTES: Gaming and Game Development Club**

- Produces and shares a 2D platformer game for the club titled “Marshmallow Boy” for Arts and Tech Week 2025. The sole developer of the game, created the assets, programming, sound effects, and UI design for it.
- Develops and designs more video games for the future Arts and Tech Week 2026.

## SKILLS

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### Programming Languages:

- Web Development Technologies (HTML, CSS, JS, PHP)
- C# | C++

### Programming Frameworks/Tools:

- Windows Forms | Windows Presentation Foundation
- Visual Studio Code | Visual Studio
- Unity Game Engine
- GitHub

### Professional Skills:

- Creativity | Innovation | Critical Thinking
- Grit | Resilience | Self-Discipline
- Time Management | Collaboration
- Communication | Active Listening

## ACADEMIC AWARDS

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- Quarterly High Honors in CIIT Senior High School Inc. for Quarter 4
- Consistent Classroom Honors in CIIT Senior High School Inc.
- Consistent Merit Awardee in APEC Schools

## EXTRACURRICULAR ACTIVITIES

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- Logistics member for the Dulaang Kayumutiara Event at CIIT SHS Inc. (2025)
- Speaker and Product Developer for the Workshop and Seminar titled “Piece by Piece: Introduction to Basic Computer Programming using C#.” Developed the jigsaw coding puzzle application for the workshop. In charge of creating the custom scripting language used to solve the puzzle, and the implementation of the User Interface. (2025)
- Served as a game developer for the Bytes: Gaming and Game Development Club (2024-2025)
- Video Editor for the Award Winning Short Video Campaign Film (Solo Learning: Rising Through the Ranks in School) (2024)

## PORTFOLIO

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