

RYAN PAOLO OQUIAS

Game Developer | Unity Expert | Level Design Specialist

+639615361679 @ Rpoquias0918 linkedin.com Manila, Philippines

SUMMARY

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SKILLS

Godot, Unity, C#, Java, Level Design, Gameplay Scripting,

EXPERIENCE

06/2019 - Present

Houston, Texas

Lead Unity Developer

GamingRealms Inc.

- Directed a team of 5 in developing a virtual reality education platform, increasing user engagement by 150% over six months.
- Engineered an advanced character animation system that reduced animation production time by 20%, leading to faster content rollouts.
- Implemented a new AI navigation system that improved in-game NPC behaviors, thereby enhancing the overall user experience.
- Negotiated with hardware vendors to procure high-quality VR equipment at a 15% cost reduction, saving the company budget on technology investments.
- Pioneered the adoption of an agile project management framework, leading to a 30% increase in development efficiency.
- Authored extensive developer documentation, accelerating new team member onboarding process by 50%.

01/2017 - 05/2019

Austin, Texas

Unity Developer

Virtuality Works

- Developed a multiplayer strategy game that garnered a user base of 20,000 within the first three months of launch.
- Spearheaded the migration of existing game titles to Unity 5, resulting in improved FPS and reduced load times.
- Initiated a cross-functional workflow with the art team to streamline asset integration, improving deployment speed by 25%.
- Devised a custom shader library for Unity, enhancing the visual fidelity for all the studio's game titles.
- Organized and led a series of workshops on Unity best practices for the development team.

03/2024 - 12/2016

Manila, Philippines

Gameplay Programmer

PlayTech Studios

- Crafted new game mechanics for an upcoming RPG title, which increased projected player retention by 35%.
- Optimized existing codebase leading to a 40% reduction in memory usage and smoother gameplay experience.
- Collaborated with artists to implement a dynamic weather system, greatly enhancing game atmosphere and depth.
- Conducted rigorous game testing, identifying and resolving over 100 critical bugs prior to the beta release.

EDUCATION

01/2012 - 01/2014

Rochester, New York

Master of Science in Game Design and Development

Rochester Institute of Technology

EDUCATION

01/2008 - 01/2012

Manila, Philippines

• Bachelor of Arts in Entertainment Multimedia and Computing
University of Caloocan City

PROJECTS

Type Me!

Led the development of a Typing game where the player type the enemies assigned word to destroy them.

Arithmetic Animals

Led the development of a Counting game where the player count the animals type the correct value of all animals in the screen.

KEY ACHIEVEMENTS



Successful Multiplayer Strategy Game Launch

Directed the development of a groundbreaking multiplayer strategy game, reaching a milestone of 20,000 users post-launch.



Character Animation System Revolution

Architected and implemented an innovative character animation system, cutting production time by a fifth.



Successful Single Player Educational Game Launch

Directed the development of a groundbreaking Single Player Educational game, reaching a milestone of 20,000 users post-launch.

INTERESTS



Open Source Contributions

I'm dedicated to contributing to open-source game development tools, enhancing the ecosystem for developers worldwide.