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MEDINA NATHANIEL I.
SAGE Developer 2024 Tokyo Gameshow.

Summary

SAGE 2024, Visionary Game Development Director and Technical Architect driving innovation across multi-platform game ecosystems using Unity, Unreal Engine, and proprietary tools. Leveraging strong project leadership and production management expertise, I have successfully delivered high-impact titles and scalable gaming infrastructures that enhance player engagement and performance. With over a year of hands-on experience in gameplay programming, art pipeline optimization, and backend integration, I specialize in creating immersive, high-performance experiences that blend technology and creativity. Expert in C#, C++, and cloud-based deployment pipelines (AWS GameLift, Azure PlayFab), achieving 40% faster development cycles and seamless live operations.

Education

M.S. in Information Technology
De La Salle University | Manila, NCR | **2028 – 2032**

B.S. in Computer Science
Isabela State University | Echague, Isabela Cebu | **2024– 2027**

Professional Experience

Game Systems Administrator
Pixel Forge Studios| Taguig City, Metro Manila
January 2033 – March 2034

Senior Game Infrastructure Manager
Arcadia Interactive| Cebu City, Cebu
October 2035 – December 2037

IT Support Analyst
Globe Telecom | Pasig City, Metro Manila
July 2038 – September 2042

Game Support Technician
PlayStation Interactive | Makati City, Metro Manila
April 2045 – June 2050

Game Modding
SAGE 2024 | Toyo Japan (remotely)
January 2024– March 2024

Python/Bash Scripting

Terraform, Ansible, Docker

AWS, Azure, GCP

Professional Skills

DevOps & Automation
Game Development.