

# **John Augustine Sinang**

# Full Stack Web/Game Developer

#### **SUMMARY**

Motivated college student that is always EAGER TO LEARN in working professionally; Wants to contribute skills in fulfilling the goals of the company;



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### **TECHNICAL SKILLS**

#### **Programming Languages**

- Python
- o C++
- o PHP
- JavaScript

## **Backend Development**

Django

#### **Frontend Development**

- HTML
- CSS
- Bootstrap
- ReactJS
- Material UI

#### **Game Development**

C# - Unity

#### **Database**

- PHP
- MySQL

#### **PROJECTS**

#### ANIMALZ

A small website that aims to relieve the audiences from their stress

# Horror Game - Nyctophobia: Bloodline

A collection of prototypes I made as an intern for the Lamina Studios. As an example, I made a game mechanic where players will have a narrow field of view whenever an enemy AI comes close. I also made some jumpscares that triggers when a player interacts an object

#### 2D Top-Down Game

A small game I made as a practice in learning more about unity. It is a small project I based on a tutorial.

#### **Portfolio Website**

A small website that will introduce me in my professional and expertise area. From there, you can contact me for my services and know more about me by checking out my professional and social media profiles

#### **EDUCATION**

2018 - Present Polytechnic University of the Philippines - Manila

Bachelor of Science in Computer Engineering

President's lister for the whole third year

2016 -2018 Technological University of the Philippines - Taguig

Science, Technology, Engineering, and Mathematics (STEM)

# **EXPERIENCE**

# Lamina Studios, LLC - Game Developer Intern

August 9, 2021 - September 17, 2021

Check out my website https://www.au-si.me