JOHN PAUL PATRICK S. MINLAY

UI/UX AND GRAPHIC DESIGNER

CONTACT

0906-432-4255

jppatrickminlay@gmail.com

https://minlay-creates.vercel.app/

SKILLS

Programming Languages –
CSS, C#, Java,
Graphic Design – Adobe
Photoshop, Canva, Figma
Video Editing – Adobe
Premiere, DaVinci Resolve
Others – Unity, Photography

EDUCATION

**Centro Escolar University -
Manila**
2021-2023
BS in Information Technology

National University - Manila
2023-Present
BS in Information Technology
specializing in Multimedia Arts
and Animation

PROJECTS

Portfolio Website

Personal Project – View @https://minlay-creates.vercel.app/

- Designed a responsive portfolio to showcase projects and skills

Obsidiny: A semi-open world multigenerational visual novel employing 2.5d gameplay

Capstone Project – View @ https://byte-sized-studios.itch.io/obsidiny

- Made a semi-open world visual novel game in unity

DigiDrops

School Project

- Made and designed an e-commerce website as a school project with a create and login account, add, edit, delete product functions using PHP and mySQL

EXPERIENCE

Capstone Lead Programmer

National University - Manila
November 2024 – Present

- Lead Programmer of the game Obsidiny using C# and Unity

Creatives Committee

Centro Escolar University – Manila
2022-2023

- Part of Creatives committee for the university student council

National University – Manila
2024-2025

- Part of Creatives committee for National University Manila Wizards

Certificates

Fortinet

- Fortinet Certified Fundamentals in Cybersecurity

Unity

- Unity Junior Programmer