

RAMON RICHARD A. LUISKING JR.

Block 36 Lot 10 Stirrup St., Rancho Estate 2, Concepcion Dos,
Marikina City | +63 917 790 6123 | ramon.luisking14@gmail.com |
tupluisking.github.io

SUMMARY

I've been developing games for about 3 years. I'm very passionate about making games. I mostly do 2D games but I am willing to take on new things.

I work well alone or with a team, especially in an environment where everyone is passionate about what they do. I find joy in seeing progress within the team or in the project and this motivates me to work even harder on my tasks. I communicate what I need very clearly and deliver what is needed from me as soon as I can.

SKILLS & ABILITIES

- Programming Languages:
 - C#
 - Java
 - Python
 - C++
 - JavaScript
 - HTML
 - CSS
- Asset Making:
 - Piskel (Pixel Art)
 - Blender (3D Modelling)
 - Adobe Photoshop CS6
 - Adobe Animate CC
- Game Engines:
 - Unity (C#)

PROJECTS

In this section, you will see that I am not very good at naming games.

All games below were made using the Unity Game Engine (C#)

Happy Birthgame To You

- 2D Side-scroller
- You traverse through a small world. You meet new friends, make new enemies. You destroy the boss at the end. Everyone is happy.
- PS: This was made for a past girlfriend. Expect some seemingly arbitrary stuff which had meaning in the relationship.
- <https://gamejolt.com/games/happy-birthgame-to-you/125628>

Sushi Game About Sushi

- 2D Casual Game
- You play as a sushi on a conveyor belt trying to dodge all the chopsticks trying to get you until closing time.
- Fun Fact: The idea for this game was random. I asked a friend to think of anything. He answered food. I asked another friend to give me a specific food. She answered sushi. I asked a third friend for a game mechanic. She answered falling. Then voila, the game was made.
- <https://gamejolt.com/games/sushi-game-about-sushi/142532>

Totally Not Captain America

- 2D "infinite" Runner
- You play as Not Captain America, running through Hydro's headquarters and beating the henchmen in order to once and for all defeat Hydro's boss, Rad Skull.
- Not-As-Fun Fact: This was made in a few days for a showcase for the first general assembly of the Computer Science organization's "Dev Team".
- <https://gamejolt.com/games/NotSteveRogers/286914>

Disclaimer: Don't Tell My Parents

- 3D Adventure Game
- Contribution: Scripting + some of the assets
- From the game's page: "A first-person point-and-click game that follows the life of a lonely person. Various Social Encounters and choices will ultimately determine whether you will make or break the only emotional lifelines you have left."
- <https://gamejolt.com/games/disclaimerdtmp/246215>

EXPERIENCE

Internship, Anino

May 2017 – August 2017

Makati City

- I added features, made new slot machines and fixed bugs for their game, Double Win Vegas: Slots.

EDUCATION

Ateneo De Manila University

- BS Computer Science
- BS Digital Game Design and Development