

Ramon Richard A. Luisking Jr.

Game Developer

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EXPERIENCE

Blue Hacks 2016, Ateneo De Manila University— Game Programmer

FEBRUARY 27 - 28 2016

Blue Hack is a 24 hour event where, given a theme, you make a program that revolves around the theme. The theme for this event was “Student Life” and our team won 1st place with our entry, Revise, a web app that integrates your notes with games to make studying fun again. My contribution to Revise was the game design and programming for all the 3 games.

Blue Hacks 2017, Ateneo De Manila University— Front-end Developer

FEBRUARY 18 - 19 2017

The theme for this event was “Sustainable Development Goals (SGD).” Our team won 3rd place with our entry, Funducation, which focuses on SGD #4 - Quality Education. Funducation is a web app for crowdsourcing furniture and teaching materials, and crowdfunding for public schools so that they can improve their quality of education. My contribution to Funducation was the front-end.

Anino, Manila — Software Engineer Intern

JUNE - AUGUST 2017

For the 3 months I was there, I worked on their current project, Double Win Vegas: Slots. My tasks went from bug fixing to feature implementing and finally to creating slot machines.

Global Game Jam, FEU Tech— Game Programmer

JANUARY 19 - 21, 2018

With 6 hours collective sleep over a 48 hour event, I coded the main menu, sound system, tutorial, cheatsheet system, and overall mechanics of the game. All the hard work was worth it when our entry, Global game Job, won the “Judge’s Choice” award and was also recognized for being one of the top 5 games in the venue.

EDUCATION

SKILLS

Game programming
Game design
3D modelling
Pixel art
2D animations
Front-end development

ORGANIZATIONAL EXPERIENCE

Computer Society of the
Ateneo - Senior Game
Developer

GAME ENGINES

Unity (C#)
TIC-80

LANGUAGES

C#
C++
Java
HTML
CSS
Javascript
Python
Lua

Ateneo De Manila University — *BS Computer Science*

2014 - PRESENT

+9 units of game electives

- CS 179.6 - Special Topics In Multimedia: Introduction to the Design and Development of Computer Games
- MA 122.1 - Linear Algebra for Games Programming
- CS 177 - Computer Graphics Programming

PROJECTS

Global Game Job — *Global Game Jam 2018 Entry*

Play as an I.T. professional trying to manage bandwidth between teams of the game jam inside the game.

- Made with Unity (C#)
- Contribution: Scripting