



# ANGELO RONEIL C. PAA

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## OBJECTIVE

Creative and driven game artist and developer committed to building unforgettable gaming experiences. Proficient in visual design, and environment creation, with hands-on experience in Unity and gameplay mechanics. Passionate about exploring new artistic possibilities to develop rich, immersive worlds. Seeking opportunities to collaborate with leading gaming companies while refining my craft and bringing exceptional games to life.

## EXPERIENCE & INVOLVEMENT

<b>Artist Poster Winner, Artix Entertainment</b>	<b>2019</b>
• Darkon's Madness	
<b>Lead Artist, Tomato Works</b>	<b>2023</b>
• Artist of the application called "Tomato works"	
<b>Certification, Networking</b>	<b>2024</b>
• Participated in certification for Networking	
<b>Member, Junior Philippine Computer Society</b>	<b>2024 - Present</b>
• Participated in computer events	

## PROJECTS

<b>Digital Art</b>	<b>2019</b>
• Darkon's Madness	
<b>3D Designs</b>	<b>2024</b>
• Created a moving "Demon Queen" animation & rigging	
• Created an animated moving airplane with sound effects	
• Created a Model of a Chess Board,	
• Created assets for the game MinaTamis	<b>2025</b>
<b>Back end Developer, Pixel Canopy</b>	<b>2025</b>
• Created a 2D game	
<b>Full Stack Developer, Pixel Z</b>	<b>2025</b>
• Created a 2D shooting game	

## EDUCATION

**2014 - 2019**

<b>Al-Danah International School</b>	
Junior High School	<b>2020 - 2021</b>
<b>Ama Online Education University</b>	
Senior High School	<b>2022 - Present</b>

## Far Eastern University Alabang

College

- Bachelor of Science in Information Technology with specialization in Animation and Game Development

## SKILLS

- Game Development:** Unity (C#),
- 3D Modeling & Design:** Maya 3D, Blender, Rigging, Animation
- Programming:** C#, C++
- Software & Tools:** Visual Studio, Unity Editor, Maya, Blender, Photoshop, Substance Painter, Krita
- 2D Design:** Digital Art, Pixel Art, Traditional Art