



# 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>             | 2019           |
| • Darkon's Madness   |                |
| <b>Artist, Tomato Works</b>                                  | 2023           |
| • Artist of the application called "Tomato works"            |                |
| <b>Certification, Networking</b>                             | 2024           |
| • Participated in certification for Networking               |                |
| <b>Member, Junior Philippine Computer Society</b>            | 2024 - Present |
| • Participated in computer events                            |                |
| <b>Lead Artist, 3d modeler, 2d artist and Texture artist</b> |                |
| • Minatamis: A 3D FILIPINO DESSERT SIMULATOR GAME FOR PC     | 2025           |
| • Tusok Tusok: Basta kay Samuel, Timpladong next level       |                |
| <b>Certification, Maya</b>                                   | 2025           |
| • Participated in certification for Maya                     |                |

## PROJECTS

|  |      |
|--|------|
| <b>Digital Art</b>                                       | 2019 |
| • Darkon's Madness                                       |      |
| <b>3D Designs</b>  | 2024 |
| • Created a moving "Demon Queen" animation & rigging     |      |
| • Created an animated moving airplane with sound effects |      |
| • Created assets for the game MinaTamis                  | 2025 |
| <b>Pixel Artist, Pixel Z</b>                             | 2024 |
| • Created a 2D shooting game                             |      |
| <b>Game Design</b>                                       |      |
| • Minatamis: A 3D FILIPINO DESSERT SIMULATOR GAME FOR PC | 2025 |
| • Tusok Tusok: Basta kay Samuel, Timpladong next level   | 2025 |

## EDUCATION

|   |                |
|---|----------------|
| <b>AI-Danah International School</b>  | 2014 - 2019    |
| Junior High School  |                |
| <b>Ama Online Education University</b>  | 2020 - 2022    |
| Senior High School  |                |
| <b>Far Eastern University Alabang</b>   | 2022 - Present |
| 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