

# Reiniel Allen A. Roman

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## SUMMARY

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I am a Computer Engineer with experience in Unity Engine and C#, specializing in gameplay programming. I have honed my skills through certifications in game development and programming. While I may not have industry experience yet, I am eager to apply my knowledge, contribute to a team, and continuously improve as a gameplay programmer.

## PROJECTS

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### Karsus RPG - Turn-Based Strategy Game

- Implemented A-star pathfinding algorithm for the navigation of the enemies and player's units.
- Designed and integrated a multi-floor level grid to enhance gameplay depth and reduce linearity.

### Dark Age Defense - Tower Defense

- Implemented the object pool pattern for projectile shooting to optimize performance by reducing excessive instantiations
- It utilizes Breadth First Search to get the enemy to point A to point B.

### Ultimate Panzer - Action Multiplayer

- Its multiplayer feature is developed using Unity's framework Netcode For GameObjects.
- Integrated the Unity gaming services with their authentication package and used unity relay to connect the game to the internet.

### Kitchen Chaos - Cooking simulator

- It's similar to Overcooked, with fast-paced gameplay that requires teamwork, coordination, and quick decision-making.
- Implemented a key rebinding feature, allowing players to customize their keyboard controls for a more personalized gameplay experience.

## CERTIFICATIONS

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|---|---------------|
| • C# Programming for Unity Game Development, Coursera   | July 2024     |
| • Game Design and Development with Unity 2020, Coursera | November 2024 |
| • Complete C# Unity Game Developer 3D, Udemy            | November 2024 |
| • CS50x: CS50's Introduction to Computer Science, edX   | December 2024 |

## WORK EXPERIENCE

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### IT On-Site Support Intern

KMC Solutions

December 2023 - February 2024

- Registering new clients' biometric IDs using a fingerprint device to grant access to KMC's office.
- Responsible for monitoring and maintaining servers across all five floors, ensuring system stability, and updating the data sheet accordingly.

## LANGUAGES, TECHNOLOGIES AND SKILLS

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- C#, Unity, Level Designing
- Python, Git, C

## EDUCATION

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Angeles, Pampanga

Holy Angel University

July 2020 - May 2024

- Bachelor of Science in Computer Engineering, GWA: 1.55