**Reiniel Allen A. Roman**

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**SUMMARY**

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**

**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**

* 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**

**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**

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

**EDUCATION**

**Angeles, Pampanga Holy Angel University July 2020 - May 2024**

* Bachelor of Science in Computer Engineering, GWA: 1.55