#### I'm a programmer with a passion for game design and software development. I excel in Python and C++, I thrive in collaborative settings, and am dedicated to creating new technology. Excited to contribute to the Technology and Entertainment industry and make an impact.

**About Me**



**Education**

NEIL ANGELO

**DOMPOR**

*SOFTWARE/GAME DEVELOPER*

**Bachelors in Computer Science**

#### 2023-2027

***Caraga State University***

**Contact**

#### 091 Villanueva Ext. Butuan City

**Work Experience**

+63 995 069 7261

https://yukiboi.github.io/im-the- best/the\_GOAT.html

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**Respawn Entertainment 2027-2031**

**GAME DESIGNER**

Hold and communicate the vision for gameplay features to your collaborators in other departments.

Work with the dev team to develop the vision for maps and gameplay features.

Collaborate with other development teams.

**Skills**

# Programming Languages

**Game Engines Adaptability**

## Opera 2031-2039

### IT Internal Control Manager

Manage website appearance, as well as SEO content and marketing, as well as brand and logo design.

Collaborate with other development teams.

## Riot Games (League of Legends) 2039-2050

### Senior Manager, Game Production

# Leadership

Regularly troubleshoot delivery risks for teams

by reviewing release plans and team roadmaps, while looking for optimizations

Design and evolve the organizational structure of the initiative.