Ronald Salvador

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Portfolio: https://ron-portfolio-rexuscorp.vercel.app/

CAREER SUMMARY

A game developer who has a passion for not just creating games but has a goal of creating games for the players to have memories with. Proficient in crafting games using Unity and scripting along with C#. With years of experience, I developed skills such as problem-solving and agile development. An adaptable and team-oriented developer open to exploring new things, and committed to delivering high-quality output.

PROJECT EXPERIENCE

Anton's Laboratory (Capstone Project)

- **Led** the development of core game mechanics, ensuring maintainability and scalability so that other developers could seamlessly integrate their work into the codebase.
- **Utilized Scriptable Objects** to manage initialization values, implementing a cloning system to ensure that player data remained independent and unaffected by global changes.
- **Engineered a modular item reaction system**, allowing for dynamic interactions that could scale in complexity while maintaining code clarity and efficiency.
- **Implemented Unity Events** to facilitate event-driven architecture, improving the flexibility and responsiveness of gameplay mechanics.
- **Applied design patterns** like **Singletons** for persistent game data and state management, ensuring smooth transitions across scenes and consistent game logic.

Arang - The Defender - see more details

- **Implemented object pooling** to optimize performance, reducing memory allocation and improving efficiency in handling multiple bullets and enemies.
- **Worked with sprite sheets and animations**, learning how to optimize 2D assets while ensuring smooth visual transitions.
- **Explored game physics and collision handling**, fine-tuning interactions between bullets, enemies, and environmental objects.
- **Gained experience in balancing gameplay mechanics**, adjusting attack speeds, damage, and enemy waves to create an engaging player experience.

EDUCATION

Bicol State College of Applied Science And Technology   **Naga City, PH**

Bachelor of Science, major in Game Development   GWA 1.5 (93)

- Deans and Vice President Lister Recipient

Camarines Sur National High School   **Naga City, PH**

TVL - Programming   94/100

- Honor Award Recipient

SKILLS

Technical Skills

- Game Development: Unity, C#
- Game Design Patterns: Singleton, Scriptable Objects, Event-driven programming
- UI/UX Development: Responsive UI, animations
- Version Control: Git, GitHub

Soft Skills

- Problem-Solving & Debugging
- Collaboration & Adaptability (Worked with a team in Anton's Laboratory)
- Self-Learning & Research (Experimented with different Unity features)
- Attention to Detail (Scriptable Object handling for maintainability)