Ronald Salvador

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CAREER SUMMARY

Passionate game and web developer with a strong foundation in Unity, C#, and interactive UI design. Skilled in crafting engaging mechanics and optimizing performance for immersive experiences. Eager to bring creativity and technical expertise to game development.

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

- **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 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   Undergraduate

- Deans and Vice President Lister Award Recipient

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

TVL - Programming   GWA 1.5

- 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, DOTween for UI transitions
- 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)