RONALD SALVADOR

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CAREER SUMMARY

A Game Development graduating student passionate about creating a wide variety of games and creating applications. Possesses a creative skill and ability to work independently or as a part of a team. I am seeking a position in Game Development where I can apply my technical skills and contribute to the organization's growth. I am eager to continuously develop my skills and stay ahead of the curve in the rapidly evolving technology industry.

PROJECT EXPERIENCE

- Created a Color Changing Game named "Chroma" with an uncommon feature. A 2D platformer game.
- I built a game where I implemented a Finite State Machine for better enemy AI Behaviours.
- Developed "Arang" interactions using Unity Events and StateMachine
- Cloned "Atari" Game space warping.
- Built a fully functional turn-based game using Javascript
- Experiment and create an open-world game using Unreal Engine
- Developed a client-side E-commerce application using an External API for product data
- Created a fully rendered optimized weapon for the game using - Maya and Zbrush for modeling and Substance Painter for Texture, baked the high poly into low Poly

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SKILLS

- Game Development
- Front End Development
- Back End Development
- Good Grasp of C#
- Basic Database Management: MongoDB, Firebase
- Problem-Solving
- Good Grasp of ES6 features JS
- Graphic Design: Photoshop and Canva

EDUCATION

COLLEGE

Bicol State College of Applied Sciences and Technology   2021 – Present
Bachelor of Science (B.S.) - Game Development

SENIOR HIGH SCHOOL   2017-2019
Camarines Sur National High School
TVL- Programming
With honor

JUNIOR HIGH SCHOOL   2013 - 2017
TVL - Computer Hardware Servicing
Camarines Sur National High School

ELEMENTARY   2007-2013
Naga Central School II