



## PROFILE

- Game Developer (**Unity, Unreal**) with **4 years of experience**.
- Done projects for **PC, Mobile (Android/iOS), VR/AR**
- Scalable Architectures, Optimization, UI, Gameplay
- At my current job, I've been **trusted** to create the **framework/foundation** that now powers a huge part of the platform we're building.

## WORK EXPERIENCE

**Unity Game Developer** 2018 – present  
David Morgan Education, Oxford, United Kingdom

- Using **UNITY**, Working closely with the development team to create a platform to teach kids of age 3–6 to read through various mini-games.
- Entrusted by the Lead Developer and the CEO, created crucial and **SCALABLE FRAMEWORKS/TOOLS** to help build mini-games fast and efficiently.
- Analyzed the app to do the **OPTIMIZATIONS** needed for it to run smoothly across **ANDROID** and **iOS**. Greatly increasing the performance by 70%.
- Managing deployment of builds to **Google Play Store**, and **Apple App Store**.

Keywords: unity, frameworks, performance, google play store, apple app store, android, ios, C#

**Lead Technical Developer** 2017 – 2018  
MyHomespace, Inc, Manila, Philippines

- Using **UNITY**, Responsible for the creation from scratch of their 3D online social mobile app in resemblance of AltSpaceVR and VRChat. It took 1 month to make the prototype, with product changes and polishes extending it to 5 months.
- Implemented **ONLINE** connectivity with full **3D environment navigation, voice chat, and, user account creation**.
- Heavily **OPTIMIZED** the app for it to work even on **low-end iOS and ANDROID** hardware.
- Overlooked and taught interns with different skillsets (Art, Programming, Audio) about the game development process.
- Overlooked the creation of assets used in the app to make sure that they were game-ready before using them.

Keywords: unity, online, 3D, backend, optimization, ios, android, team management, C#

**Technical Developer Intern** 2017 – 2017  
Secret 6, Inc., Pasig, Philippines

- Worked with a team of 15 people on a project for **ANDROID** and **iOS**.
- Created multiple mini-games from scratch (**GAMEPLAY, UI, OPTIMIZATIONS, and UX**) using **UNITY**.

Keywords: unity, android, ios, gameplay, ui, optimizations, ux, C#

## EDUCATION

**BSc Information Technology** 2017  
**Specialized in Game Design and Development**  
De La Salle – College of Saint Benilde, Manila, Philippines

- Created personal projects that were eventually used by the school to market the course across and outside the country.
- Attended **UNITY**, and **UNREAL** seminars with speakers coming directly from Unity Technologies and Epic Games.
- Consistent Global Game Jam participant, a 3-day event usually held around Q1 of the year.
- Honorable Mention Graduate, Consistent Dean's Lister

## SKILLS

**Main Programming Languages**  
C#, C++

**Sub Programming Languages**  
HTML5, CSS, JavaScript

**Platforms**  
PC, Android, iOS, VR/AR

**Programming Patterns**  
MVC, Dependency Injection, ECS, Component-Based, Strategy, Singleton

**Frameworks and Tools**  
Git, SourceTree, Unity 3 to 2019, Unreal Engine 4, Jekyll, Photon Engine, Gamesparks, Unity Services, Amazon Lightsail

**Project Management**  
JIRA, Trello, GSuite, Airtable, Slack

**Game Genres**  
2D, 3D FPS, 3D TPS, Hypercasual, Fixed Camera System (ala Resident Evil), Puzzle, Horror

## ACHIEVEMENTS

In current job, got 2 salary raises in less than a year directly given by the CEO for my crucial work. Won multiple awards across the country for the projects I've worked on as a student.

## KEYWORDS

Unity C# Android iOS VR AR

Scalable Architectures Optimization UI

Gameplay Frameworks