

ANGELIZ E. REYES

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Portfolio: <https://angeliz-r.herokuapp.com>

WORK EXPERIENCE

GAME DEVELOPER INTERN

Pen One Digital Corporation

- November 2019 - February 2020

GAME DEVELOPER INTERN

Ranida Games

- July 2019 - October 2019

EDUCATION

2016-Present: **iACADEMY**

Bachelor of Science in Game Development and Design

2006-2016: **Manresa School**

Graduated **Academic Excellence Awardee**

ACADEMIC HIGHLIGHTS

ACADEMIC SCHOLAR

50% Scholarship Grant

- March 2018 - October 2018

DEAN'S LISTER

- 2016 - 2020

ACADEMIC EXCELLENCE AWARD

- 2018-2019

SKILLS

- Excellent **leadership** and **project management** skills
- Capable of working **individually or as a team**
- Proficient in **C++ and Unity C#**
- Has basic knowledge on **HTML, CSS & Javascript**
- Proficient in **Unity, Adobe Photoshop, Adobe Illustrator, Adobe Animate, and Adobe XD**
- Has basic knowledge on **Autodesk Maya 2018**

EXTRACURRICULAR ACTIVITIES

VR PHILIPPINES

Non-profit community dedicated to VR tech. in the PH.

- 2019 -2020: **Student Ambassador**

SOFTWARE ENGINEERING THROUGH ACADEMICS AND LEADERSHIP (SEAL)

iACADEMY's Software Eng. & Web Dev. Academic Org.

- 2018 - 2019: **Vice President**
- 2017-2018: **Vice President of Internal Affairs**
- 2016-2017: **Publicity Division Officer**

iACADEMY MAKING POSITIVE ACTION (iIMPACT)

iACADEMY's Outreach Organization

- 2017-2018: **Creatives**

PIKZEL

iACADEMY's Multimedia Arts Academic Organization

- 2016-2017: **Member**

NOTABLE PROJECTS

HA? LAMAN

iACADEMY Build For Unity Game Jam, Mar. 7 - 9, 2020, Unity & C#

- Role/s: **UI/UX Developer**
- Ha? Laman is a bomberman-style game for the PC played by two players using controllers.
- Game Jam Champion

THE PAINTER

Thesis 1 Project, Jul. 2018 - Feb. 2019, Unity & C#, Adobe Ps & Xd

- Role/s: **Project Manager, UI/UX Designer, Game Developer**
- The Painter is an action-packed 2D angular top-down dungeon crawler for the PC that uses a color based battle system that is deeply rooted to the game's world and lore.

RE: VISION

Thesis 2 Project, Mar. 2019 - Jun. 2019, Unity & C#

- Role/s: **Game Developer, UI/UX Developer**
- Re: Vision is a political simulation game for the PC where you are the editor-in-chief who decides which articles are shown or scrapped.

PARE, PULIS AKO VR

GDELECT1 Term Project, Unity & C#

- Role: **Game Developer**
- Experience the traditional Filipino game, "Bang-sak", in virtual reality. You play as a lone policeman, catching armed criminals. With a pistol, you have to capture all the criminals before they get to you.

SYNC OR SINK AR

ESGS: Game On 2018 Entry, Jul. 2018 - Sept. 2018, Adobe Ps & Ai

- Role/s: **Project Manager, UI/UX Designer, UI Artist**
- Sync or Sink is a mobile tabletop AR that puts you in the midst of a natural disaster. Unprepared, you must follow DCRMC's instructions to prepare a disaster kit. With the flood rising at an alarming rate, you must gather what you can to survive!

AWARDS, CERTIFICATIONS & PARTICIPATIONS

2020

- **Participant**, Artificial Intelligence and Machine Learning in Unity, Webinar
- **Champion**, Build For Unity 48 Hour Game Jam with the entry Ha? Laman, iACADEMY
- **Participant**, Global Game Jam 2020, iACADEMY

2019

- **Panelist**, Society, Culture & Family Planning Finals Research Project
- **Participant**, Global Game Jam 2019, iACADEMY
- **Volunteer**, PyCon APAC 2019, iACADEMY

2018

- **Unity Certified Developer**, valid from 2018-2020
- **Google Mobile Sites Certification**, valid from 2018-2019
- **Participant**, Global Game Jam 2018, iACADEMY
- **Volunteer**, PyCon PH 2018, iACADEMY
- **Volunteer**, Drupal Camp Manila 2018
- **Participant**, BAECON 2018, iACADEMY
- **Participant**, PWDO MiniFFC #46, iACADEMY

2017

- **Finalist**, TYPO! Digital Typographic Poster Contest 2, iACADEMY

2016

- **Special Award for Visual Arts**, Manresa School

REFERENCES

MS. JANNE DENESSE R. NEDAMO

Internship Coordinator, Ranida Games

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MS. ARISA ALCANTARA

Part-Time Lecturer, iACADEMY | Junior Unity Developer, HTech Corporation

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