

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 - 2019

ACADEMIC EXCELLENCE AWARD

- 2018-2019

NOTABLE PROJECTS

HA? LAMAN

iACADEMY Build For Unity Game Jam Entry (Champion),
March 7 - 9, 2020

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

RE: VISION

Thesis 2 Project, March 2019 - June 2019

- 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.

THE PAINTER

Thesis 1 Project, July 2018 - February 2019

- 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.
- Received the highest grade within the batch.

PARE, PULIS AKO VR

GDELECT1 Term Project

- 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, July 2018 - September 2018

- 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 DCRM's instructions to prepare a disaster kit. With the flood rising at an alarming rate, you must gather what you can to survive!

EXTRACURRICULAR ACTIVITIES

VR PHILIPPINES

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

2019 -2020: **Student Ambassador**

SOFTWARE ENGINEERING THROUGH ACADEMICS AND LEADERSHIP (SEAL)

iACADEMY's Software Engineering & Web Development Academic Organization

- 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**

SKILLS

- Excellent leadership and proj. 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

AWARDS, CERTIFICATIONS & PARTICIPATIONS

2020

- **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

MR. CARL SO

Chairperson for Game Development, iACADEMY
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MS. ARISA ALCANTARA

Part-Time Lecturer, iACADEMY
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