

# ANGELIZ E. REYES

reyesangelize@gmail.com • (+63)9985873172 • Parañaque City, Philippines  
<https://angeliz-r.herokuapp.com>

## WORK EXPERIENCE

### JUNIOR TECHNICAL LEVEL DESIGNER

Ubisoft Philippines (Nov. 2020 - Present)

- Responsible for creating tools in the game engine to support Level Designers in optimizing their workflow.

### GAME DEVELOPER INTERN

Pen One Digital Corporation (Nov. 2019 - Feb. 2020)

- Responsible for optimizing and integrating APIs on android mobile games through Unity.

### GAME DEVELOPER INTERN

Ranida Games (Jul. 2019 - Oct. 2019)

- Responsible for the UI/UX development of Milk Tea Tycoon on Unity.

## EDUCATION

### iACADEMY (2016-2020)

Bachelor of Science in Game Development and Design  
Graduated **Magna Cum Laude**

### MANRESA SCHOOL (2006-2016)

Graduated **Academic Excellence Awardee**

## ACADEMIC HIGHLIGHTS

### ACADEMIC SCHOLAR (Mar. 2018 - Oct. 2018)

iACADEMY - 50% Scholarship Grant

### DEAN'S LISTER (2016-2020)

iACADEMY

### ACADEMIC EXCELLENCE AWARD (2018-2019)

iACADEMY

## SKILLS

### SOFT SKILLS



### TECHNICAL SKILLS



## 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 (iMPACT)

iACADEMY's Outreach Organization

- 2017-2018: **Creatives**

## NOTABLE PROJECTS

### DARK HEART OF LONDON (PC)

Advanced Production Elective, Mar. 2020 - Jul. 2020, Unity & C#, Adobe Xd, Photoshop & Illustrator

- Role/s: **Lead Programmer, UI Artist**
- Responsible for **leading, delegating and estimating tasks** of the development team of a horror survival game.
- Developed the enemy AI & the in-game HUD system.**
- Created the UI assets** needed for the game.

### MILK TEA TYCOON (Android)

Ranida Games, Jul. 2019 - Oct. 2019, Unity & C#

- Role: **UI/UX Programmer**
- Responsible for **developing the UI/UX systems** (Menus, Milestones, Diary systems) of the game.
- Integrated UI assets** into the game.
- Created weekly builds** (Android) to present to the team.
- Assisted in designing the UX and distributing tasks to the other interns.

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## SYNC OR SINK AR (Android)

ESGS: Game On 2018 Entry, Jul. 2018 - Sept. 2018, Adobe Photoshop & Illustrator

- Role/s: **Project Manager, UI/UX Designer, UI Artist**
- Responsible for **leading, delegating, tracking and estimating tasks** of the whole team for a mobile tabletop AR game.
- **Designed the menu and in-game HUD UI/UX systems** of the game.
- **Created the UI assets** needed for the game.

## RE: VISION (PC)

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

- Role/s: **Game Developer, UI/UX Developer**
- **Developed the dialogue, economy, tutorial, and game ending systems** for a political simulation game.
- **Integrated audio & art assets** into the game.

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## AWARDS, CERTIFICATIONS & PARTICIPATIONS

### 2020

- **Transitioning from Waterfall to Agile Project Management Certificate**, LinkedIn Learning
- **Project Management Simplified Certificate**, LinkedIn Learning
- **Project Management: Solving Common Project Problems Certificate**, LinkedIn Learning
- **Participant**, Introduction to Visual Scripting with Bolt Webinar, Unity Technologies
- **Adobe XD for Designers Certificate**, LinkedIn Learning
- **Game Design Foundations 1- 3 Certificate**, LinkedIn Learning
- **Participant**, Artificial Intelligence and Machine Learning in Unity Webinar, Unity Technologies
- **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
- **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
- **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  
09153979832 • [jdrnedamo@gmail.com](mailto:jdrnedamo@gmail.com)

### MS. ARISA ALCANTARA

Part-Time Lecturer, iACADEMY | Junior Unity Developer, HTech Corporation  
[siararisa@gmail.com](mailto:siararisa@gmail.com)