

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

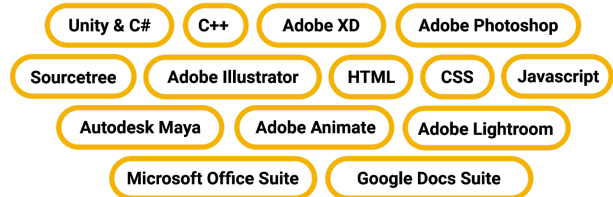
- 2018-2019

SKILLS

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 (iIMPACT)

iACADEMY's Outreach Organization

- 2017-2018: **Creatives**

PIKZEL

iACADEMY's Multimedia Arts Academic Organization

- 2016-2017: **Member**

NOTABLE PROJECTS

DARK HEART OF LONDON

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

- Role/s: **Lead Developer, UI Artist**
- Dark Heart of London is a survival horror game where you play as a soul whose life was cut short. With your soul trapped in your home, explore and find the clues to piece together how your family died at the hands of the murderer.

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.

SYNC OR SINK AR

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

- 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!

THE PAINTER

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

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, iACADEMY
- **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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