ANGELIZ E. REYES

CONTACT DETAILS

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EDUCATION

iACADEMY (2016-2020)

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

MANRESA SCHOOL (2006-2016)

- Graduated **Academic Excellence Awardee**

SKILLS

SOFT SKILLS

Leadership	Problem-solving	Work Ethic
Conflict Resolution	Teamwork	Organization
Project Management	Critical Thinking	

TECHNICAL SKILLS

Unity	C#	C++	Unreal Engine	Adobe XD
Sourcetree	Adobe Illustrator		Adobe Photoshop	
Autodesk Maya	HTML	CSS	Adobe Lightroom	
Github Desktop	Microsoft Office Suite		Google Docs Suite	

WORK EXPERIENCE

JUNIOR TECHNICAL LEVEL DESIGNER

Ubisoft Philippines (Nov. 2020 - Present)

- Responsible for creating tools in the game engine and supporting Level Designers to optimize 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 for Android. Developed on Unity.

NOTABLE PROJECTS

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.

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.

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 ending systems** for a political simulation game.
- **Integrated audio & art assets** into the game.

REFERENCES

Will be provided upon request.

AWARDS, CERTIFICATIONS & PARTICIPATIONS

2022
- **Pro Unreal Engine Game Coding,** Udemy,
  - Cert. ID: UC-9ef8b6e9-4072-4eee-b344-018b5bf71efa

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