ANGELIZ E. REYES

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

WORK EXPERIENCE

GAME DEVELOPER INTERN

Pen One Digital Corporation (Nov. 2019 - Feb. 2020)
- Responsible for optimizing games 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 an unreleased tycoon game.

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

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

TECHNICAL SKILLS

Unity & C# · C++ · Adobe XD · Adobe Photoshop · Sourcetree · Adobe Illustrator · HTML · CSS · Javascript · Autodesk Maya · Adobe Animate · Adobe Lightroom · Microsoft Office Suite · Google Docs Suite

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

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.

THE PAINTER (PC)

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

- Role/s: **Project Manager, UI/UX Designer, Game Developer**
- Responsible for **leading, delegating, tracking and estimating tasks** of the whole team for a 2D top-down angular dungeon crawler.
- **Designed the menu, inventory, shop, and in game HUD UI/UX systems,** and **assisted in the creation of the UI assets.**
- **Integrated art assets, and assisted in the integration of dialogue** in the game.

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

MS. ARISA ALCANTARA

Part-Time Lecturer, iACADEMY | Junior Unity Developer, HTech Corporation
siararisa@gmail.com