

ANGELIZ E. REYES

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Portfolio: <https://reyesangelize.wixsite.com/angeliz>

EDUCATION

2016-Present: **iACADEMY**

Bachelor of Science in Game Development and Design

2006-2016: **Manresa School**

Graduated **Academic Excellence Awardee**

EXPERIENCE

GAME DEVELOPER INTERN

Pen One Digital Corporation/Gaming Network Solutions
Philippines

- November 2019 - February 2020

GAME DEVELOPER INTERN

Ranida Games

- July 2019 - October 2019

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

- Ha? Laman is a bomberman-style game for the PC played by two players using controllers. Players either play as a construction worker or a farmer, where the main goal of the game is to place the most trees or buildings after three rounds to win the game.
- Roles: **UI Developer**

UNTITLED PROJECT

Ranida Games Project, July 2019 - October 2019

- Untitled Project is currently an ongoing tycoon game. This project was given to the interns to work on as a long-term project throughout their internship period at Ranida Games.
- Roles: **UI Developer**

RE: VISION

Thesis 2 Project, March 2019 - June 2019

- 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. Days before the elections, parties want to reel in the public, and they're not afraid to do anything to

make it happen. How will you decide? Will you give in, or will you be taken out?

- Roles: **Game Developer, UI Developer**

THE PAINTER

Thesis 1 Project, July 2018 - February 2019

- 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 year level.
- Roles: **Project Manager, UI/UX Designer, Developer**

PARE, PULIS AKO VR

GDELECT1 Term Project

- 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.
- Role: **Game Developer**

SYNC OR SINK AR

ESGS: Game On 2018 Entry, July 2018 - September 2018

- Sync or Sink is a mobile tabletop AR that puts you in the midst of a natural disaster. Unprepared, you must follow DCRMC's instructions to prepare a disaster kit. With the flood rising at an alarming rate, you must gather what you can to survive!
- Roles: **Project Manager, UI/UX Designer, UI Artist**

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 Official 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

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

2018

- **Unity Certified Developer**, valid from 2018-2020
- **Google Mobile Sites Certification**, valid from 2018-2019
- **Participant**, Global Game Jam 2018, iACADEMY

2017

- **Finalist**, TYPO! Digital Typographic Poster Contest 2, iACADEMY

2016

- **Special Award for Visual Arts**, Manresa School

SEMINARS ATTENDED

- PyCon APAC 2019 - Volunteer
- BAECON 2018
- Drupal Camp Manila 2018 - Volunteer
- PyCon PH 2018 - Volunteer
- PWDO MiniFFC #46

SKILLS

- Excellent leadership and project management skills
- Capable of working individually or as a team
- Proficient in C++ and Unity C#
- Has basic knowledge on HTML, CSS, Javascript and Java
- Proficient in Unity, Adobe Photoshop CC, Adobe Illustrator CC, Adobe Animate CC, and Adobe XD CC
- Has basic knowledge on Autodesk Maya 2018

REFERENCES

MR. CARL SO

Chairperson for Game Development, iACADEMY
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MS. ARISA ALCANTARA

Part-Time Lecturer, iACADEMY
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