# ANGELIZ E. REYES

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## 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.

## 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)
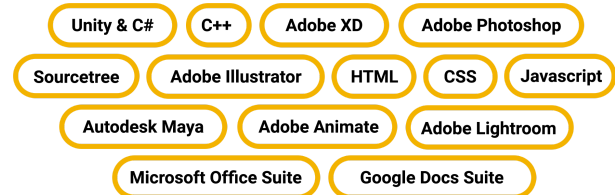iACADEMY

### 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 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.

## 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.

## 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

**JANNE DENESSE NEDAMO**

Internship Coordinator, Ranida Games
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**ARISA ALCANTARA**

Part-Time Lecturer, iACADEMY | Junior Unity Developer, HTech Corporation
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