

# Angel May L. Dalawampu

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## PROFESSIONAL EXPERIENCE

### Ollopa Corporation

September 2024 - October 2024

#### Game Developer Intern

Developed a hyper-casual game using Unity and C#, focusing on engaging gameplay and user experience. Moreover, created a Game Design Document (GDD) that outlined mechanics, art, and sound, providing a clear vision for the game development process.

### CloudSwyft Global Systems, Inc.

August 2024 - September 2024

#### Project-Based Software Developer (ABSORBED)

Conducted website performance checks, aligned desktop features to mobile views, and fine-tuned the portal's design according to client specifications, while supporting both back-end and front-end development with troubleshooting, quality assurance, and documentation to ensure project success.

### CloudSwyft Global Systems, Inc.

March 2024 - May 2024

#### Software Developer Intern

Identified and fixed critical bugs on the company's website, conducted quality assurance checks to ensure functionality and responsiveness, gained hands-on networking experience, and addressed client requests by developing modal solutions and implementing coding fixes that improved feature compatibility, resulting in positive client feedback.

### DOST Central Office, Planning and Evaluation Service - IT Division

June 2023 - August 2023

#### Flutter Developer Intern

Identified and fixed critical bugs on the company's website, conducted quality assurance checks to ensure functionality and responsiveness, gained hands-on networking experience, and addressed client requests by developing modal solutions and implementing coding fixes that improved feature compatibility, resulting in positive client feedback.

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## EDUCATION & CERTIFICATIONS

### Bachelor of Science in Computer Engineering

August 2020 - June 2024

Batangas State University - The National Engineering University

Cum Laude (GWA : 1.57)

DOST - SEI Scholar , RA 7687

### Programming ( Java ) NC III

August 2024 - September 2024

BCRV TECH - VOC, INC.

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## COMMISSIONS AND PROJECTS

- **Grishift Dilemma** – A 3D hyper-casual game inspired by Supergrid Floor Game using Unity and C#.
- **BookLink** – A library management system mobile app developed with Java, MySQL, and PHP.
- **Tiresure** – A tire pressure and temperature monitoring mobile app built with Flutter, incorporating an audioplayer package for warning sounds.
- **FoodsSpartan** – A school canteen ordering mobile app created using Kotlin.

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## SKILLS

- **Programming Languages:** C#, Java, Dart, Kotlin, HTML, CSS, MySQL, PHP
- **Frameworks & Tools:** Unity, Android Studio, Git, Flutter, Bootstrap
- **Other:** Fast-Learner , adaptability, attention to detail, and problem-solving skills