



Marichelle Martinez

Game Developer

A highly dedicated Game Developer with a solid background in digital art, multimedia production, and interactive design. Proficient in creating visually compelling assets, fun and engaging game mechanics using industry-standard tools. With a strong commitment to innovation, collaboration, and delivering high-quality design solutions.

CONTACT ME

- 📞 (+63) 9765571529
- ✉️ marichelle.martinez13@gmail.com
- 💻 <https://azzlemartinez13.github.io>
- 📍 Calauag Naga City

EDUCATION

Bachelor of Science in Entertainment and Multimedia Computing - Major in Game Development

Bicol State College of Applied Sciences and Technology
2026

SKILLS

- Team Collaboration & Leadership
- Digital Illustration and Concept Art
- C# Scripting & Gameplay System
- Web Design
- UX/UI Design
- Unity Engine Proficient
- Game UI and Game Asset Creation

FEATURED GAME PROJECTS

The Prince of Ibalong - Adventure, Story Studio EEPY 2025

- A single-player adventure game where the players encounter mythological creatures inspired by Bicol folklore while uncovering the story behind Ibalong.

Himagsikan - DOST Bicol Myth Game Jam 2025 Studio EEPY 2025

- A PvE Multiplayer Survival game where up to four players fight Bicol mythical creatures until they have to fight the final boss, which is Bakunawa, the moon-devouring dragon.

Dayo - 3D Survival Game Solo-Developed 2025

- First-person low-poly horror game set in a Philippine cemetery during All Souls' Day. Players control Niko, who must collect offertory items to escape while evading vengeful spirits.

THAT AIN'T SCRAP METAL! - Survival, Shoot'em Up - Brackey's Game Jam Studio EEPY 2025

- A fast-paced 2D action endless game where a lone engineer defends a facility's energy core from relentless scavenger robots using upgraded weapons and collected scrap.

Pestokill - 2D Platformer Solo-Developed 2025

- A 2D platformer shooter game where players take on the role of a pest control technician saving a flooded subdivision from mutated insects.

Tulod - 3D First-Person, Horror Studio EEPY 2024

- First-person low-poly horror game set in a Philippine cemetery during All Souls' Day. Players control Niko, who must collect offertory items to escape while evading vengeful spirit.

REFERENCES

Joenhel C. Arcilla, MIT

Game Development Professor

Email : joenhelarcilla@gmail.com

Richard M. Mampo

Game Development Professor

Email : richardmampo@gmail.com