



CONTACT ME

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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

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.

FEATURED GAME PROJECTS

The Prince of Ibalong - Adventure, Story 2025 Studio EEPY

- 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 2025 Studio EEPY

- 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 2025 Solo-Developed

- 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! - 2024 Survival, Shoot'em Up - Brackey's Game Jam Studio EEPY

- 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 2024 Solo-Developed

- 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 2023 Studio EEPY

- 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
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