



## 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! - 2025 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 2025 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 2024 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

**Joehel C. Arcilla, MIT**  
Game Development Professor  
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**Richard M. Mampo**  
Game Development Professor  
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