

CONTACT

Address

Bacolod City, Negros Occidental, Philippines, 6100

Phone

+(63)9696127465

∰ Email

bmac42969@gmail.com

in LinkedIn

https://www.linkedin.com/in/brian -louise-macapagal-a866a723a/

G Github

https://github.com/bmaaac

Personal Website

https://bmaaac.github.io/ WebPortfolio/

Projects

Web Portfolio

(HTML, CSS, JavaScript, REACTJs) Personal website for showcasing projects. (link via Github)

◆ TutorMe by ManifestDev (2022)

(C#, Unity Engine, VS Code)
Educational augmented reality game
that is focused on math and english
learning for primary students

- Game designer
- Implemented AR functions

BRIAN LOUISE P. MACAPAGAL

PROFILE SUMMARY

I am committed to establish a strong work ethic and to enhance my technical skills. I am driven and eager to work with experienced individuals to help me achieve my goals further.

EXPERIENCE

OJT: Project Based Game Development

(August, 2021)

University of St. La Salle - Bacolod (Remote) Game: Greased (C#, Unity Engine, VS Code)

3D Casual/Arcade Restaurant Game

- Developed the UI and other functions
- Coordinated in implementing 30% of the game mechanics
- Best in Concept Award

SKILLS

Soft skills

- Good written & verbal communication
- Creative design
- Able to work as a team or individually
- Able to adapt in working environments
- · Ability to take criticism

Hard skills

- Programming
- Skilled at evaluating options and generating solutions

Able to use the following tools proficiently

- Visual Studio Code
- Adobe Photoshop
- Blender
- Sony Vegas Pro

EDUCATION

Tertiary Education

Bachelor of Science in Computer Science Specialization in Game Development

Overall GWA: 2.43

University of St. La Salle - College (June 2018 - February 2023)

ORGANIZATIONS

Google Developer Student Club (GDSC) (2019-2021)

• member (University of St. La Salle - Bacolod)

USLS Computer Science Society (2018-2022)

member (University of St. La Salle - Bacolod)