



## CONTACT



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### LinkedIn

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### 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 (Thesis Project)

( 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

### Web Portfolio (front-end)

(ReactJS, SASS)

Link: <https://bmaaac.github.io/WebPortfolio/>

- Implemented React Router DOM and EmailJS
- Applied animations using animate.css
- Bootstrapped with Create React App

## 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's 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)