

BRIAN LOUISE P. MACAPAGAL

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Github 🐙

<https://github.com/bmaaac>

Website 🌐

[https://bmaaac.github.io/
WebPortfolio/](https://bmaaac.github.io/WebPortfolio/)

EDUCATION

**Bachelor's of Science
in Computer Science**

Specialization: Game Development

University of St. La Salle

(June 2018 - February 2023)

Overall GWA: 2.43

PROFILE SUMMARY

I am committed to establishing a strong work ethic, to enhance my technical skills. I am driven and committed to continuous learning and striving for excellence in every challenge I take.

SKILLS

Technical Skills

- Programming: JavaScript, React, HTML, CSS
- Development Tools: Visual Studio Code
- Design Tools: Adobe Photoshop, Blender

Soft Skills

- Good written & verbal communication skills
- Creative problem-solving & Effective teamwork
- Adaptability to different working environments
- Open to feedback and continuous learning

PROJECTS & EXPERIENCE

Web Portfolio <https://bmaaac.github.io/WebPortfolio/>

Technologies Used: React, JavaScript, Scss

- Developed a personal website to showcase my projects and technical skills.
- Optimized performance and accessibility for seamless browsing.
- Designed eye-catching visuals with dynamic backgrounds and smooth animations for an engaging look.
- Implemented a clean UI to emphasize user experience.

Educational Augmented Reality Game (Thesis Project)

Technologies Used: C#, Unity Engine, VS Code

- Designed and developed an interactive AR-based game focused on enhancing math and English learning for primary students.
- Integrated immersive AR features to create an engaging educational experience.
- Led testing and debugging to ensure a smooth and user-friendly interface.