

# BRIAN LOUISE P. MACAPAGAL

## CONTACT

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**Github** 🐙

<https://github.com/bmaaac>

**Website** 🌐

<https://bmac-web-portfolio.vercel.app>

## EDUCATION

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**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

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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

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### 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

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**Web Portfolio** <https://bmac-web-portfolio.vercel.app>

*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.