








CONTACT

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- **GitHub**
<https://github.com/bmaaac>

Projects

- **Web Portfolio**
(HTML, CSS, JAVASCRIPT, REACT)
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

Dedicated to achieving a strong work ethic and sharpening my technical skills. I am driven and eager to work with like-minded or 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 skill
 - 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
- Sony Vegas Pro
- Unity Engine
- Blender

EDUCATION

- Tertiary Education**
Bachelor of Science in Computer Science Overall GWA: **2.43**
Specialization in Game Development
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)