



JOHN DANIEL T. TORRES


JUNIOR SOFTWARE/GAME
DEVELOPER

CAREER OBJECTIVE

Motivated and self-taught Computer Science graduate with a strong interest in software development, game programming. Have basic knowledge in C#, Unity, and modern coding tools. Experienced in building and publishing a real-world mobile game project from scratch using tutorials and independent research. Passionate about solving problems through code and continually improving technical skills.

CONTACT

 johndanieltorres78@gmail.com

 GitHub:<https://danieltorres21.github.io/portfolio/>

Phone number: 09296903377

location: Las Pinas City, PH

ACTIVITIES AND INTERESTS

Basketball, Solving programming problem, Chess, jogging.

EXPERIENCE

PROJECT EXPERIENCE

 Emote Carla Fishing – Unity Game (Personal Project)

Technologies: Unity, C#, Visual Studio, Git, Android Build Tools.

EDUCATION

BACHELOR OF SCIENCE IN COMPUTER SCIENCE

PAMANTANSAN NG LUNGSOG NG MUNTINLUPA(PLMUN)

JULY 2025

ASSOCIATE IN COMPUTER TECHNOLOGY

PAMANTANSAN NG LUNGSOG NG MUNTINLUPA(PLMUN)

JULY 2020

KEY SKILLS AND CHARACTERISTICS

TECHNICAL SKILLS

Languages & Frameworks:

- C#, C++, Java, Python
- HTML, CSS, JavaScript

Tools & Technologies:

- Unity Engine, Visual Studio, VS Code
- Git & GitHub, Object-Oriented Programming (OOP)
- Windows OS, Android deployment

CERTIFICATIONS

- **CodeChef Programming Challenge** – Solved 500 Difficulty Problem.