



**RALPH LAUREN ROA**  
**BS in Information Technology**  
With Specialization in  
**Animation and Game Development**

**Objective**

To obtain an Intern position as Game Developer where I can utilize my knowledge and skills in game design, game and mobile programming, 2D and 3D design and animation, and audio-video editing alongside my good communication, organizing and planning skills to contribute to the attainment of the company's goals

**Accomplished Projects**

- Snake : a Casual Game Project in 2D Design and Animation | **Co Designer**
- Dodger : a 2D Casual game in Introduction to Object-Oriented Programming subject | **Lead Developer, Lead Designer**
- The Wolfpack: a 2D platformer game in Object-Oriented Programming subject | **Lead Developer, Lead Designer**
- Lost in Holiday Town : a 2D side-scrolling platformer game in Object-Oriented Programming subject | **Lead Developer, Lead Designer**
- Ant Venom : A 3D Short Animation | **3D Environment Designer**

**Education**

**BS in Information Technology with  
Specialization in Animation and Game Development (BSIT-AGD)**

FEU – Institute of Technology  
P. Paredes St., Sampaloc, Manila  
2015 – Present

**Grade School - High School**

The Nazarene Catholic School Former Quiapo Parochial School  
1053 R. Hidalgo St., Quiapo, Manila  
2005 – 2015

**Personal Information**

Address : 1065 G. Tolentino St., Sampaloc, Manila 1015  
Mobile : 559-83-56  
E-mail : ralphlaurenroa@gmail.com  
Birthday : December 16, 1998  
Mother : Barbara Roa

**Hardware and Software  
Proficiency**

*Autodesk Maya 2015*  
*Adobe Audition*  
*Adobe Illustrator*  
*Microsoft Word*  
*Microsoft Excel*  
*Microsoft PowerPoint*  
*C#*  
*C++*  
*CSS*  
*JavaScript*  
*Java*

**Certifications**

Autodesk® Certified User: Maya®

**Other Interests**

Reading Comics  
Novels  
Programming  
3D Modeling  
Drawing

