JAN LOYD DE DIOS
GAME DEVELOPER / QA

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ABOUT ME

Aspiring Game Developer with hands-on experience in gameplay programming, debugging, and quality assurance testing. Skilled in identifying and resolving issues, improving performance, and delivering stable game builds. Strong foundation in GDScript, and C#, with practical experience in Godot and Unity. Focused, detail-oriented, and passionate about creating polished interactive experiences.

EDUCATION

Columban College INC | 2023-2024

Accountancy, Business and Management
Completed the Accountancy, Business, and Management (ABM) strand, gaining a strong foundation in analytical thinking, communication, and organized workflow management, which now supports my ability to work efficiently in development and testing environments.

Gordon College | 2024 - 2025

Bachelor of Science in Entertainment and Multimedia Computing
Currently taking up BSEMC with a focus on game development, programming, and interactive media. The program emphasizes object-oriented programming, game design, 2D and 3D production, and multimedia systems, helping me develop both technical and creative skills for game development and QA work.

WORK EXPERIENCE

PixelForge Studio | 2023 - 2024 (internship)

Junior Game Developer & QA Tester – PixelForge Interactive

- Assisted in developing gameplay mechanics and UI features using Godot and Unity.
- Debugged over 100+ gameplay issues, improving game stability for alpha and beta builds.
- Performed functionality, regression, and compatibility testing on Android and PC.
- Documented bugs clearly and collaborated with developers to confirm fixes.
- Supported internal testing tools and simple automation scripts.

SKILLS

- Problem-solving mindset
- Adaptable and flexible
- Debugging & bug resolution
- QA testing
- Programming: Python, C#, GDScript
- Good communication