



ANGELO NICHOLAS A. CASTILLO

BS IN ENTERTAINMENT AND MULTIMEDIA COMPUTING MAJOR IN GAME DEVELOPMENT

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OBJECTIVE

BS Entertainment and Multimedia Computing student Major in Game Development actively seeking a challenging professional Internship to bridge academic theory with practical application. I possess a foundational understanding of core principles such as game design, novice game programming and game testing which I gained through rigorous coursework. I aim to leverage this expertise to support key departmental objectives and deliver measurable value to the organization.

EDUCATION

Bachelor of Science in Entertainment and Multimedia Computing De La Salle Lipa, Inc. <i>Consistent Dean's Lister</i> <i>Running for Magna Cum Laude</i>	2022 - Present Lipa City, Philippines
Science, Technology, Engineering and Mathematics Senior High School The Philippines School, Dubai St. Anthony Montessori, San Jose, Batangas <i>With Honors With Highest Honors</i>	2020 - 2021 Dubai, UAE Batangas, Philippines
Elementary & Junior High School The Philippines School Dubai Consistent Achiever	2009 - 2020 Dubai, UAE

LEADERSHIP EXPERIENCE

Executive President Executive Vice President <i>DLSL Youth For Christ Campus-Based Batangas</i>	2024 - 2026 Lipa City, Philippines
• Organize, maintain, and prepare upcoming events whilst maintaining consistency of the quality of events throughout the school year. Maintains good relationships with different organizations and collaborates with 10+ organizations.	
• Spearheads meetings, creates various workflows and ensure a highly efficient work environment.	
• Used various applications to keep the organization as organized as possible. I.E google sheets, excel, canva.	
Delegations Head <i>CFC Youth For Christ Batangas Youth Conference</i>	2025 Batangas City, Philippines
• Led and managed delegate teams, ensuring high participation and contributions; coordinated all activities, including workshops, team building, and conferences.	
• Maintain accurate records and reports of all delegate registration fees, ensuring fiscal transparency for conference funds.	
Thesis Leader Capstone Leader De La Salle Lipa	2025 Lipa City, Philippines
• Acted as the project lead, QA tester, game designer and lead game programmer for our Capstone project.	
• Created workflows, calendars, tasks for each member and gantt charts to ensure the game to be published on time.	
Competitions Head CFC YFC Batangas Youth Conference & Region IV-A and IV-B Regional Youth Conference	2023 & 2024 Lipa City & Imus, Philippines
• Coordinated with YFC's in different parts of Batangas in order to represent YFC Batangas in our Regional Youth Conference in Cavite and Batangas.	

WORK EXPERIENCE

Game Market Seller <i>ZEUSX</i>	2024 - 2025 Lipa City, Philippines
• Created market listings for In-Game items to be sold. Talked and sold to over 400+ unique buyers ensuring great business transactions and good relationship with the buyer.	
• Ensured professionalism towards the buyer maintaining the image of a professional game seller on the website, averaging 5 stars on the website.	
App Developer <i>CREOTEC Philippines</i>	2021 Lipa City, Philippines
• Created applications whilst collaborating with other developers to ensure the quality of the application being developed.	

SEMINARS & OTHER AWARDS

Seminar Attended	
• Megaverse: Web3 Unlocked: Introduction to Web3 (2025)	
• Let's Git IT (2025)	
• Blender Animation Stop Motion (2025)	
• Explore your Electives (2025)	
• UpTech2025 (2025)	

SKILLS, INTERESTS & OTHER EXPERIENCE

- **Soft Skill:** Unity Engine Programming
- **Other Technical Skills:** Unity C#, C++, Excel
- **Interests:** Game Design, Programming, Game Testing, Marketing Skills