



# ANGELO NICHOLAS A. CASTILLO

**BS IN ENTERTAINMENT AND MULTIMEDIA COMPUTING**  
**MAJOR IN GAME DEVELOPMENT | [MY PORTFOLIO](#)**

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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

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

## LEADERSHIP EXPERIENCE

<b>Executive President   Executive Vice President</b> <i>DL SL Youth For Christ Campus-Based Batangas</i> <ul style="list-style-type: none"><li>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.</li><li>Spearheads meetings, creates various workflows and ensure a highly efficient work environment.</li><li>Used various applications to keep the organization as organized as possible. I.E google sheets, excel, canva.</li></ul>	<b>2024 - 2026</b> Lipa City, Philippines
<b>Delegations Head</b> <i>CFC Youth For Christ Batangas Youth Conference</i> <ul style="list-style-type: none"><li>Led and managed delegate teams, ensuring high participation and contributions; coordinated all activities, including workshops, team building, and conferences.</li><li>Maintain accurate records and reports of all delegate registration fees, ensuring fiscal transparency for conference funds.</li></ul>	<b>2025</b> Batangas City, Philippines
<b>Thesis Leader</b> Capstone Leader   De La Salle Lipa <ul style="list-style-type: none"><li>Acted as the project lead, QA tester, game designer and lead game programmer for our Capstone project.</li><li>Created workflows, calendars, tasks for each member and gantt charts to ensure the game to be published on time.</li></ul>	<b>2025</b> Lipa City, Philippines
<b>Competitions Head</b> CFC YFC Batangas Youth Conference & Region IV-A and IV-B Regional Youth Conference <ul style="list-style-type: none"><li>Coordinated with YFC's in different parts of Batangas in order to represent YFC Batangas in our Regional Youth Conference in Cavite and Batangas.</li></ul>	<b>2023 &amp; 2024</b> Lipa City & Imus, Philippines

## WORK EXPERIENCE

<b>Game Market Seller</b> <i>ZEUSX</i> <ul style="list-style-type: none"><li>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.</li><li>Ensured professionalism towards the buyer maintaining the image of a professional game seller on the website, averaging 5 stars on the website.</li></ul>	<b>2024 - 2025</b> Lipa City, Philippines
<b>App Developer</b> <i>CREOTEC Philippines</i> <ul style="list-style-type: none"><li>Created applications whilst collaborating with other developers to ensure the quality of the application being developed.</li></ul>	<b>2021</b> Lipa City, Philippines

## SEMINARS & OTHER AWARDS

<b>Seminar Attended</b> <ul style="list-style-type: none"><li>Megaverse: Web3 Unlocked: Introduction to Web3 (2025)</li><li>Let's Git IT (2025)</li><li>Blender Animation   Stop Motion (2025)</li><li>Explore your Electives (2025)</li><li>UpTech2025 (2025)</li></ul>
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## SKILLS, INTERESTS & OTHER EXPERIENCE

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