



# 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

### Bachelor of Science in Entertainment and Multimedia Computing

De La Salle Lipa, Inc.  
*Consistent Dean's Lister*  
*Running for Magna Cum Laude*

**2022 - Present**

Lipa City, Philippines

### Science, Technology, Engineering and Mathematics

Senior High School  
The Philippines School, Dubai | St. Anthony Montessori, San Jose, Batangas  
*With Honors | With Highest Honors*

**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

DLSL Youth For Christ Campus-Based Batangas

**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

CFC Youth For Christ Batangas Youth Conference

**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

ZEUSX

**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

CREOTEC Philippines

**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