Emmanuel John R. Taylan

ejrtaylan@gmail.com | +639953764295

Github | LinkedIn | Portfolio

Don Jose, Santa Rosa,
Laguna, Philippines 4026

PROFESSIONAL SUMMARY

- College undergraduate pursuing a **BS Interactive Entertainment majoring in Game Development**.
- Proficient in **C++**, **C#**, and **C** programming languages
- Developed multiple game systems in **Unity** and **Unreal Engine** as part of academic and personal projects
- Collaborated with multiple teams to build complete games
- Special interest in computer hardware, level design, narratives, and game mechanics

EDUCATION

- ❖ BS in Interactive Entertainment – Major in Game Development
  De La Salle University – Laguna   *September 2022 – Present*
  Relevant Courses:
    - Game Design, Game Theory, UI/UX, Game Audio
    - Data Structures and Algorithms for Game Development
    - Computer Graphics (OpenGL, DirectX)
    - Information Management, Networking in Games
    - Web and Mobile Game Development
    - Parallel Computing Concepts

SKILLS

Game Development
- Gameplay mechanics programming
- Game systems design
- UI/UX implementation

Programming and Scripting
- C, C++, C#
- UE5 Blueprints
- SQL, CSS, and Python essentials

Engines and Tools
- Unity
- Unreal Engine 5
- SFML
- Visual Studio, VSCode, Github, CMake

Other Technical Skills
- Basic AI algorithms and data structures
- Networking, multithreading fundamentals
- Linear algebra and physics

PROJECTS

Clockwork Warden   Academic
- 2.5D isometric roguelike inspired by *Hades*
- Made in Unity
- UI, Sprite, Music and SFX developer

Balete Falls   Academic
- 3D horror game based on the *Kapre* myth
- Made in Unreal Engine 5
- Game systems and level developer

Carpio   Personal
- 2D beat 'em up based on the Bernardo Carpio myth
- Made in Unity
- Pre-production stage

Mini emulation machine   Personal
- Orange Pi PC and Armbian OS
- RetroArch, EmulationStation