

CAREER OBJECTIVE

To be able to work in a company wherein I can fully utilize my skills and knowledge, and further enhanced them to contribute to my development as a person; and to be able to be part of a team where I can develop my talents and work ethics.

EDUCATION

TERTIARY

Lyceum of the Philippines University - Batangas
Bachelor of Science in Computer Science
Major in Game Development
2018 - 2022

JUNIOR & SENIOR HIGH SCHOOL

St. Francis Academy
General Academic Strand
2012 - 2018

WORK EXPERIENCE

OJT

BAYBAYIN HUB PHILIPPINES
Customer Service Representative
Creative Intern
February 2022 - March 2022

Immersion

Municipal Social Welfare Development
Poblacion, Mabini, Batangas
December 13, 2017- December 29, 2017

SKILLS & COMPETENCIES

Game Development:

- Game Design
- Level Design
- Scripting
- Unity Game Engine
- Buildbox

Programming

- C++
- Java
- Python
- C#

Oral/written communication skill

- English
- Filipino

Graphic Design

- Adobe Photoshop
- Canva

Video Editing

- Adobe Premiere

Web Development

- Web Design
- Html
- CSS



DON HENLEY DOLOR

BS IN COMPUTER SCIENCE

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