EMMANUEL A. PANGAN

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SUMMARY

Started as game programmer using Unity3D and C#. Switching into backend using Spring Boot and Java.

SKILLS

Java, Spring Boot, MongoDB, Spring Data, Spring Security, JUnit4, Lombok, Maven, MySQL, Git, GitHub, Postman, Unit Testing, Exception Handling, Database, REST API, OOP, IntelliJ IDEA, Visual Studio Code

EXPERIENCES

Game Developer (Unity3D, C#, Node.js, JavaScript, MongoDB)   January 2023 – Present
Creant.Asia
- Developed the server using Node.js, JavaScript, and MongoDB in MVC architecture.
- Connected the app and server for online gaming using Express, Axios, and Unity Networking.
- Performed unit testing to solve runtime errors using Test Runner.

Junior Game Programmer (Unity3D, C#)   August 2022 – December 2022
Ranida Games
- Maintained and fixed the legacy C# scripts following the change requirements.
- Configured and tested the user interface of the app through Device Simulator.
- Wrote code documentation through comments to explain each function and class.

Backend Developer Intern (Laravel, PHP, HTML/CSS, MySQL)   February 2022 – April 2022
Department of Science and Technology – Region 02
- Optimized database fetching performance using MySQL and Laravel Eloquence in Laravel.
- Implemented REST API, and built an admin dashboard for data management using Bootstrap.
- Assisted the team in analyzing the database business logic for ecommerce.

EDUCATION

Bachelor of Science in Information Technology   August 2018 – June 2022
University of Saint Louis Tuguegarao

PROJECTS

Animedb Chatbot (Java, Spring Boot, ReactJS, MongoDB)
- Added Japanese translation for the frontend as a language preference.
- Used Spring Security JWT for user authentication and authorization.
- Performed unit tests using Mockito and Postman for business-critical functions.

Wizardboy: A Timely Adventure – Capstone (Unity3D, C#)
- Finalist in International Conference on Information and Technology (ICITE) 2021.
- Built a rewind system as the players' powerup to reposition the key based from the rewind time.
- Developed a key rebind system for accessibility and additional player customization.