

## EMMANUEL A. PANGAN

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## SUMMARY

Started as game programmer using Unity and C#. Switching into the 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 Eloquent 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.