

# Enrico Manuel T. Español

enribiology@gmail.com

<https://www.linkedin.com/in/enrichittsawangdee/>

enri-c.github.io

## EDUCATION

---

**De La Salle University**, Manila, Philippines

B.S. in Interactive Entertainment major in Game Arts and Design

September 2018 - July 2023

GPA: 3.5 / 4.0 (4.0 scale). *Cum Laude*.

**Colegio San Agustin - Biñan**, Laguna, Philippines

Academic Track - Accountancy, Business, and Management

June 2016 - March 2018

GPA: 93 / 100 (100-point scale)

## PROFESSIONAL EXPERIENCE

---

**Centaur Marketing**, Makati, Manila, Philippines

*Junior Graphic Designer, September 2023 - Present*

- Worked on internal branding materials.
- Delivered outstanding graphics work for a major, recurring company client in my first month.

**Megacat Studios**, Pennsylvania, USA

*Game Designer, October 2022 - July 2023*

- Established the designs of most of the gameplay systems of one of the company's major titles-- *Renfield: Bring Your Own Blood*, resulting in a successful early access launch with 75% positive ratings.
- Designed 80% of the playable levels in one of our mobile title releases, *Dapper Dash*.
- Oversaw the implementation of the features of some of the titles in the company and provided relevant documentation to the developers and the artists whenever necessary, speeding up the development of features and assets and reducing errors.

*Concept Artist Intern, July 2022 - October 2022*

- Created 2D illustrations and prop model sheets for games.
- Assisted the team in doing image post-processing tasks.

## RESEARCH EXPERIENCE

---

**Development of Multilingual Chatbot For Health Monitoring Of Public School Children**

Proponent: Dr. Judith Azcarraga

*Research Assistant, September 2021 - December 2022*

- Prepared audio/speech data and synthesized transcripts that are used to train the NLP model.
- Created simple Python scripts that automated the repetitive tasks in data processing and reduced turnover time by an estimated 50%.

**OPERATION S.Y.B.E.R.: Designing A Serious Game for Reinforcing Knowledge on Integer Operations to Grade 7 Students**

*Undergraduate Thesis Proponent, September 2021 - May 2022*

- Functioned as the team's *Lead Game Designer* and *Art Director*.

- Designed the learning mechanics of the game, which were validated by pedagogy experts and rated very helpful by the teachers during classroom playtesting sessions.
- Created the initial systems, contents, interfaces, and levels, as well as the art style of the game which were rated highly by the target demographics.

## AWARDS

---

Cum Laude, <b>De La Salle University</b>	2023
Service Merit Award, <b>De La Salle University</b>	2023
Jose Rizal Award, <b>De La Salle University</b>	2019
Best in Strategic Marketing, <b>Colegio San Agustin - Biñan</b>	2018
Best Environmental Project, <b>Colegio San Agustin - Biñan</b>	2017
Most Outstanding Community Volunteer, <b>Colegio San Agustin - Binan</b>	2017

## INVOLVEMENTS

---

### **Educational Leadership Summer Institute**

**Student Presenter, October 2021**

- Workshop on Gamification in Education. Was one of the two chosen in class to present our game-based learning application in front of the participating educators.

### **ACM SIGGRAPH Asia**

**Student Volunteer, November 2019**

*Brisbane, Australia*

- Conference on computer graphics. Assigned to usher crowds / assist exhibitors.

### **De La Salle University**

**Sanghabihan Batch 3 Volunteer, September 2019**

*Sabah, Malaysia*

- Overseas community engagement program with the goal of teaching children on leadership and personal development, as well as being immersed in the local culture.

## SKILLS

---

**Hard Skills:** Software and Experience Design, User Research, Data Analysis, Illustration, Asset Creation, Programming.

**Soft Skills:** Critical Thinking, Communication, Empathy, Leadership, Cooperation.

**Software:** Figma, Photoshop, Illustrator, 3DS Max, Maya, Unity, Git, VSCode.

**Language:** English, Filipino, Mandarin.