

# Enrique Marcelo

Programmer, Game Designer

## Contact

Email:

[enriquecarlo@gmail.com](mailto:enriquecarlo@gmail.com)

Portfolio:

<https://enriquecarlo.github.io/>

Phone: +65 96915469

## EXPERIENCES

### Business Software Intern (03/2020 – 08/2020)

Razer Inc., Singapore

- Wrote the front-end for various web applications, using primarily HTML, CSS, Typescript, npm, Node.js and Docker.
- Conducted research and analysis on controller configurations and cybersecurity.
- Investigated feasibility of setting up a distributed build system with Goma, using BuildGrid as an RBE backend.
- Compiled softwares from their source code using various tools and frameworks (primarily Chromium toolchain, Cmake and Visual Studio).
- Wrote and maintained state machine diagrams for software.

## EDUCATION

### St. Joseph's Institution (Independent) — GCE 'O' Levels

2009 – 2012

### Singapore Polytechnic — Diploma in Games Design & Development (Graduate in 2021)

## CCA

### St. Joseph's Institution (Independent)

- Gymnastics (Member, 2009 – 2012)
- Queen of All Saints (Member, 2009 – 2012)

## PROJECTS

### Hangry Guardians – Client Project for Gamestart — Design Lead, Programmer

- 2D mobile puzzle game app showcased at Gamestart 2019 (gaming convention), created in Unity
- Players swipe offerings on a grid to deliver them to shrines, appeasing mythical guardians
- Coded and designed game mechanics, level layouts and balanced puzzles difficulty curve progression

### Fanatic Panic – Client Project for Anime Festival Asia — Team Lead, Programming Lead, Designer

- 2D Flash game developed for Anime Festival Asia (AFA) created in Adobe Flash
- Players play as Seika, guiding convention goers to booths
- As the team lead, I coordinated a 4-person team, scheduling and aided in designing

## SKILLS

### Softwares:

- Unity Engine (Intermediate)
- Unreal Engine (Basic)
- Vuforia SDK (Basic)
- Adobe Flash (Intermediate)
- Docker (Basic)
- Webpack (Basic)
- React (Basic)
- Node.js (Basic)
- NPM (Basic)
- Cmake (Basic)

### Programming Languages:

- C# (Intermediate)
- HTML (Intermediate)
- CSS (Intermediate)
- JavaScript/ES6 (Basic)
- Typescript (Basic)
- C++ (Basic)
- Python (Basic)
- AS3 (Basic)

## INTERPERSONAL SKILLS

- Teamwork
- Leadership
- Responsible
- Strong work ethic
- Project management

## LANGUAGES

- English (Proficient)
- Mandarin (Basic)

## ACHIEVEMENTS

mechanics

- Programmed mechanics and functionality in the project

- First place in Design in Unity Game Jam 2014

### **Versaton - Client Project for Singapore Polytechnic — *Team Lead, Designer***

- Group card game used by Singapore Polytechnic to introduce students to game design and development
- Players play in teams of 3 as Designers, Programmers or Artists to compete for points
- Coordinated a 3-person team, and designed card layouts, mechanics and worked with artists to have a clear vision of the aesthetics of the game

### **Quick Maths — *Solo School Project***

- Artificial reality mobile mathematics utility application created in Unity
- Allows users to combine functions with models to visualise their effects
- Created everything in the project

### **Decubed — *Solo School Project***

- Cube puzzle game created in Unity
- Players move a cube with detachable plates on a sticky grid, trying to reach the end of the level
- Designed, programmed and created the art for the game

### **Mr Hop — *Team Lead, Designer, Programmer***

- Unity game jam game created in 3 hours with students from Swinburne University of Technology, Australia
- A simple 2D platformer in Unity with movement abilities
- I coordinated a 5-person team comprised of Singapore Polytechnic students and students from Swinburne
- As the sole designer, designed the mechanics and level layout
- Won best design award at the game jam

### **The Hitchhiker's Journey 1 (2014) — *Solo School Project***

- 2D side-scrolling dodging game created in Adobe Flash
- Player has to avoid various creatures for as long as possible
- Designed, programmed and created the art for the game

### **The Hitchhiker's Journey 2 (2014) — *Personal Project***

- 2D platforming action adventure game created with FlashDevelop and Flixel
- Player has to make his way through a procedurally generated level with platforms, fighting the creatures from the first game
- Designed, programmed and created the art for the game

## **INTERESTS AND HOBBIES**

- Dungeons and Dragons (D&D 5e)
- Gym
- Dance