

Enrique Marcelo

Programmer, Game Designer

Contact

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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

Haul Away! – Final Year Project for Singapore Polytechnic— Programming Lead, Designer

- 3D, causal, couch cooperative action game created in Unity
- Players work together to deliver cargo using their ship aboard the ship on treacherous seas filled with dangerous obstacles and enemies
- Coded and designed game mechanics and enemy artificial intelligence, designed a level layout, the score and star system, the objective system, coded the ocean shader

SpaceRunners – Multiplayer Networking Game — Designer, Gameplay Programmer

- 3D, action player versus player game created in Unity
- asymmetric gameplay where one player plays as a space overlord and the others play as space runners. The overlords' goal is to destroy all the runners while the runners

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)

goal is to collect objectives on the map.

- Designed the mechanics used, the level layout, coded the controls and abilities for the space overlord and the space runners.

Wonder Valley - Tower Defense Project — *Designer, Programmer*

- 3D tower defense strategy game created in Unity
- Players Build and move your tower allies to escort Alice through waves of ever-increasing enemies to reach the Queen's Castle before time runs out.
- Contributed to level design, mechanics design and implementation, coded map terrain generation tools, the saving system, and audio system.

Training Mode: Virus Edition - Client Project for Razer — *Frontend Programmer*

- 2D web browser clicker game created with Visual Studio Code
- Players try to click as many viruses before time runs out.
- Contributed to implementing the frontend for all the screens visible in the game.
- Available freely to play [here](#).

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 guardians
- Coded and designed game mechanics, level layouts and puzzle balancing

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 designed mechanics
- Programmed mechanics and functionality in the project

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

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

ACHIEVEMENTS

- First place in Design in Unity Game Jam 2014

INTERESTS AND HOBBIES

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