

Gonrad Castañeda

Bacolod City, Philippines | Phone #+630484151547 | gonradcastaneda@gmail.com | [LinkedIn Link](#)

EDUCATION

University of St. Lasalle

Bachelor of Science in Computer Science

Bacolod City

Graduation Date: Jun 2024

WORK EXPERIENCE

Kubo Studios LTD

Gameplay Programmer

Bacolod City

May 2024 - Present

- Developed and optimized custom add-ons for Minecraft Bedrock using JSON and TypeScript
- Utilized advanced coding techniques to enhance gameplay features within Minecraft Bedrock
- Collaborated with the design team to create innovative add-ons and worked with professional programmers in making the design into reality

University of St. La Salle

Web Development Intern

Bacolod City

Aug 2023 - Oct 2023

- Redesigned and improved the UI/UX of an outdated company website, enhancing user experience and visual appeal through responsive design techniques.
- Collaborated with the design team to implement new visual elements and navigation structures, ensuring a seamless and intuitive user interface.
- Connected and optimized the website's front-end with the existing database, improving data retrieval speed and user interaction efficiency.

Freelance

Game Developer

Bacolod City

Mar 2021 - Aug 2021

- Programmed and developed gameplay mechanics for a client-designed game using the Godot engine, ensuring accurate implementation of design specifications and seamless functionality.
- Collaborated with designers to translate creative concepts into interactive gameplay features, enhancing user engagement and overall game experience.
- Designed systems and optimized game performance and debugged code to ensure smooth operation, contributing to a quality final product.

Freelance

2D Artist

Bacolod City

Oct 2019 - May 2021

- Collaborated with clients and other artists to refine concepts and finalize illustrations, incorporating feedback to achieve the desired artistic outcomes.
- Created detailed concept art and character designs for various clients, ensuring that the artwork aligned with their creative vision and project requirements.
- Produced high-quality illustrations for digital and print media, including book covers, marketing materials, and game assets, using software such as Adobe Photoshop.

PROJECT EXPERIENCE

Concentrix

Game Developer

Bacolod City

Mar 2024 - May 2024

- Designed and implemented a responsive UI that worked seamlessly across various devices and screen sizes.
- Conducted testing and debugging to ensure the game was free of errors and delivered a seamless user experience.
- Programmed the core game logic and interactive elements using Godot, ensuring smooth gameplay and an intuitive user interface.

Impact

Bacolod City

Programmer

Oct 2019 - Oct 2019

- Designed and developed the app's front-end using Flutter, ensuring a user-friendly and visually appealing interface.
- Collaborated with team members to brainstorm ideas, troubleshoot issues, and integrate features within the tight timeframe.
- Presented the final app to judges, highlighting key features and technical achievements.

LEADERSHIP EXPERIENCE

SanForge Studio Game Jam

Bacolod City

Lead Developer / Project Manager

Jul 2024 - Jul 2024

- Led a team of 3 developers to create a pixel art game within a 10-day timeframe, ensuring all project milestones were met and quality standards maintained.
- Programmed core gameplay mechanics, character movement, and interactive elements using the Godot engine, ensuring smooth and responsive controls.
- Acted as project manager, coordinating tasks, facilitating communication between team members, and managing the project timeline to ensure timely delivery.

USLS Thesis

Bacolod City

Lead Developer

Oct 2021 - Apr 2022

- Led the development of a comprehensive game project, serving as the lead developer and programmer, utilizing the Godot engine to build robust game systems.
- Designed intuitive UI/UX interfaces and engaging game levels, focusing on enhancing player experience and ensuring cohesive visual design.
- Managed the project from conception to completion, overseeing all aspects of development, including coding, design, testing, and iteration based on feedback.

SKILLS & INTERESTS

Skills: Microsoft Office (Excel, Word, PowerPoint), Photo and Video Editing(Adobe), Godot, Unity, SQL, JS, TypeScript, HTML,CSS, Digital Art

Interests: Game Development, Programming, Video Games, Digital Art, Movies, and Data Science