



Gonrad Castañeda

Game Developer & 2D Artist

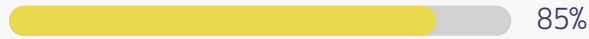
<https://euphori.github.io>

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Skills

Coding:

GDScript



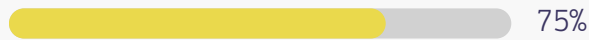
PHP



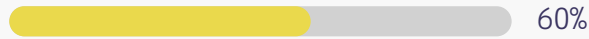
CSS



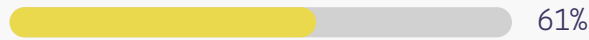
HTML



Python



JavaScript



C#

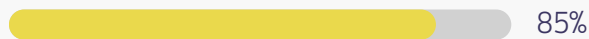


C++

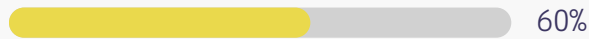


Software:

Godot



Unity



Blender



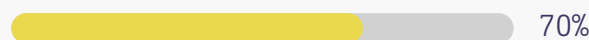
Photoshop



Premiere Pro



VSCode



Aseprite



Summary:

Graduated in University of St. Lasalle with a Bachelor of Science in Computer Science.

Skilled game developer with expertise in using **Godot** and its built-in language

GDScript and some experiences with **Unity**.

Experience with programming using **PHP**, **CSS**, **HTML**, **Python**, **JavaScript**, **C++**, **C#**, **dart**.

Education:

- Bachelor of Science in Computer Science | University of St. La Salle | May 2024

Work Experience:

• Game Developer (Freelance, 6 Months):

- Designed and programmed a game project
- Led a team of programmers ensuring collaboration and adherence to timeline
- Fixed bugs and managed game codebase using GitHub

• Junior Web Developer, USLS ITCS Faculty (Internship, 3 months)

- Worked in a team in designing and programming websites used by the school
- Worked closely with senior developers to troubleshoot and debug code.
- Handled back-end programming for user data using SQL and PHP

• 2D Artist (Freelance, 2 Years)

- Designed characters and made concept art for books and games
- Drawn illustrations