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# Gabriel Paulo Rayo

## Game Developer/Instructor

Binan, Laguna

(+63) 09060967907

gabriel.paulo.rayo@gmail.com

## EXPERIENCE

### C++ Programming

- Created own game engine.

### C# Programming

- Active Unity developer since 2018.
- Created a networked online game.
- Presented games on several events.

### Javascript Programming

- Created a React-Native application.
- Developed modular websites.

### Speaker

- Speaker of multiple educational seminars regarding programming.
- Speaker of leadership seminars for organizational development.

### Tutor

- Tutored for 1 year at Peer-Tutors Society, De La Salle University.
- Trainer of new student leaders at De La Salle University - Laguna.

## PUBLICATIONS

L. Gulinao, E. Marmol, G. Rayo, A. Tiu, S. Chu. (2022). A Preliminary Study on Teaching Programming Through Physics: Development of a C# Code Library on Classical Mechanics. Manila Journal of Science.

G. Rayo. (2024). How To Really Teach Yourself Programming. Amazon.com

## EDUCATION

### De La Salle University, Laguna

2022 - 2026

Bachelor of Science in Interactive Entertainment - Major in Game Development

Minor in Teacher's Education

## CERTIFICATIONS

### Technologies for the Future of Education

2023

6 CPD Units. De La Salle University.