

# Gabriel Paulo A. Rayo

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## CONTACT

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## SKILLS

**C# Game Developement**  
**Front-end Web Development**  
**Graphic Design**  
**Music Production**  
**Sound Design**  
**Video Production**

## EDUCATION

**Senior High School, STEM  
Strand**

**2021 — 2022**

De La Salle University

**Bachelor of Science in  
Interactive Entertainment major  
in Game Development**

**2022 — Present**

De La Salle University

## COURSES

**2D Game Design Programming C# | UNITY 3D**

*College of Arts and Technology, 2018*

**ROGTECH Bootcamp**

*University of the Philippines, 2016*

## EXTRA CURRICULAR

**DLSU Competitive Computer  
Programmers**

**2021 — 2022**

President

A.Y. 2021-2022 president at DLSU organization named, Competitive Computer Programmers (CCP). I delivered 2 seminars here about game development.

## PUBLICATIONS

Gulinao, L.O., Marmol, E., Rayo, G.P., Tiu, A.R. (2022). Development of Introductory Classical Mechanics C# Code Library on Gravity, Laws of Motion, Thrust, Angular Momentum for Beginner Programmers.

## REFERENCES

References available upon request.