Gabriel Paulo Rayo

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I am a person who knows how to teach myself. I taught myself how to make music, play jazz piano, model 3d objects, write stories, and of course, programming. This is the value that I can provide: I know how to motivate, teach, and lead. These are the very characteristics that I have known since I first laid my hands on a keyboard, and these are the characteristics I can bring to any workplace.

EDUCATION

De La Salle University SIS, Philippines— Bachelor of Science – Interactive Entertainment/Game Development

2022 - 2026

EXPERIENCE

La Salle Computer Society Laguna Campus — *Academics Head*

Oct 2022 – Present

Regularly holding tutoring sessions for C programming students, and hosting seminars for CCS students.

Competitive Computer Programmers — *President*

Jun 2021 – Aug 2022

Delivered two seminars here regarding Game Development.

PROJECTS

Corridors

Multiplayer gamedev project which integrated steam multiplayer framework

Feb 2021 – Present

Portfolio Website

Original website format by w3.css . Major technical and visual improvements made. https://gabrayo.github.io

2023

Goddess' Path Project

2d Side–scroller Game Dev Project

2020 – Present

SKILLS

Academic Tutoring

Publications

Jazz Piano

C# Programming

Public Speaking

C Programming

Research Experience

Music Production

AWARDS

Best Of The Year Pianist – Issued by Guy Simondac Music Studio (GSMS) on Jun 2019

Best Of The Year Pianist – Issued by Guy Simondac Music Studio (GSMS) on Jun 2018

Best Of The Year Pianist – Issued by Guy Simondac Music Studio (GSMS) on Jun 2017

Best Of The Year Pianist – Issued by Guy Simondac Music Studio (GSMS) on Jun 2016

Best Of The Year Pianist – Issued by Guy Simondac Music Studio (GSMS) on Jun 2015

A Preliminary Study on Teaching Programming Through Physics

Research publication wherein the possibility of teaching programming through classical mechanics is explored preliminarily.

Jun 2022 - Apr 2023

Exhorizons

Gamedev project which focused on GPU compute shaders and using ray-marching computations for planet terrain generation.

2019 - 2020