

JOHN ABIEL NICOLAS

Game Developer

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SUMMARY

I'm a game developer passionate about creating new game worlds and engaging gameplay through clean, optimized, and scalable code. I specialize in Unity and C#, applying programming design patterns to build systems that enhance both performance and player experience. I also have a foundational background in web development, which broadens my understanding of interactive design. As a developer, I value continuous learning and see every project as an opportunity to grow and push my skills further.

SKILLS

Technical Skills: C#, C++, PHP, JavaScript, HTML, CSS, Tailwind, MySQL, XAMPP, Git, GitHub.

Software: Unity Engine, Visual Studio/JetBrains Raider, Adobe Photoshop, Autodesk Maya, Blender, Adobe Substance Painter.

WORK EXPERIENCE

Ryne Media Studio

2025

Game Programmer Intern

- Built a scalable stats system and items that have different effects upon equipped for all entities.
- Designed enemy AI behaviors with a custom pathfinding solution using Dijkstra's algorithm for ground-based entities in a 2D platformer world.
- Implemented world interaction mechanics and core game management systems.
- Applied C# OOP principles to create maintainable and reusable code structures.
- Collaborated in a team setting to deliver a project showcased at PGDX 2025.

Codysey - 3D FPS Educational Game (Capstone Project)

2024 - 2025

Lead Developer

- Built a first-person player controller with dynamic movement and a modular gun system.
- Developed a procedural level generator that creates varied layouts each time a level loads.
- Designed AI drones with distinct attack behaviors using NavMesh navigation and player movement prediction for accurate targeting.
- Integrated lesson content into gameplay through a modular system, applying data structures and OOP principles for scalability.
- Coordinated with teammates using Git and GitHub for version control and collaborative workflow.

Game Development Commission

2024 - 2025

Game Programmer

- Collaborated with the other developers to build a 2D platform educational game built in Unity Engine.
- Implemented core gameplay systems, including player movement and environment interaction for quest-based navigation.
- Developed scalable educational mini-games and quiz activities with customizable questions and answers.
- Applied structured problem-solving and debugging to ensure smooth gameplay and stable performance.

Web Development Commission

2024

Full-Stack

- Developed an educational website with user login, stored user progress, and a quiz system.
- Utilized XAMPP, PHP, MySQL, HTML, CSS, and JavaScript to implement backend and frontend features.
- Ensured secure data handling and optimized database queries for performance.

EDUCATION

Bicol State College of Applied Sciences and Technology

Peñafrancia, Naga City

Bachelor of Science in Entertainment and Multimedia Computing Major in Game Development

2021 - July 2025

Cumulative GPA: 1.42 (94/100)

Camarines Sur National High School

Peñafrancia, Naga City

Computer Programming

2019 - 2021

Cumulative GPA: 94/100

ADDITIONAL

Awards: YCS2 Semi-Finalist in Game Development Category, Best Intern at Ryne Media