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 deepen my skills.

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 stats system and items that have different effects when equipped for all entities using OOP principles and scriptable objects for a structured and scalable system.
- Designed enemy AI behaviors with a custom pathfinding solution using Dijkstra's algorithm for smart ground-based entities in a 2D platformer world.
- Implemented world interaction mechanics and core game management systems using interfaces, singletons, and OOP for maintainable and reusable code structures.
- Finished the game prototype through collaboration with the team and showcased it at the PGDX 2025.

Codyssey - 3D FPS Educational Game (Capstone Project)   2024 - 2025
Lead Developer
- Built a first-person player controller with dynamic movement, utilizing the new input system and OOP for a maintainable and flexible player prefab.
- Designed AI drones with distinct attack behaviors using NavMesh navigation and player movement prediction for accurate targeting.
- Built a gun system with scriptable objects and an object pooling system for a modular and optimized gun system.
- Developed a procedural level generator that creates varied layouts each time a level loads.
- 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