

# JOHN ABIEL NICOLAS

Game Developer

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## SUMMARY

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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

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

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

## WORK EXPERIENCE

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### 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.

### Codyssey - 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