

NICOLAS, JOHN ABIEL

Game Developer

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• Canaman, Camarines Sur 4402

Summary

Dedicated game development student with a proven ability to deliver high-quality gaming experiences. Strong background in designing, developing algorithms and implementing interactive game features to enhance user engagement. Recognized for effective team collaboration and adaptability in dynamic project environments. Experienced in game mechanics, user experience, and market trends, with a focus on responsibility and technical skills.

Experience

Sigma Studios

Game Development Commission

10/2024 - Present

- Collaborate with a team of 7 game developers to build a 2D platform educational game built in Unity Engine, utilizing feedback from 50+ players to improve the design and game mechanics.
- Implemented player movement, environment interaction, two mini-games, increasing player engagement by 20% and two quiz activities, leading to an 50% improvement in knowledge retention among users.

Codysey - 3D FPS Educational Game

Capstone Project

- Worked as a programmer and contributed to development 70% of the game mechanics, which included player movement, level generation, enemy drone AI, lesson feature, quiz feature, and the sound system.

Developed Game Prototypes

- Developed a total of 10 prototypes in 2D and 3D.
- Implemented 80% of the games common features: different player movements, level design, AI enemies and NPC, dialogue systems, inventory system, sound systems, save system, and multiplayer.

Web Development Commission

- Develop an educational website with user login, store user progress, and quiz system.
- Utilizes XAMPP, HTML, CSS, JavaScript, PHP, and MySQL.

Education

Bicol State College of Applied Sciences and Technology

Penafrancia, Naga City

Bachelor of Science in Entertainment and Multimedia Computing | GPA: 1.5 / 5

2021 - 07/2025

- Major in Game Development
- Dean's List

Camarines Sur National High School

Penafrancia, Naga City

Computer Programming | GPA: 94 / 100

2019 - 2021

- With Honor

Skills

Programs: • Unity Engine • Visual Studio • Maya Autodesk • Adobe Photoshop • GitHub

Languages: • C# • C++ • Java • HTML • Javascript • CSS • PHP

CERTIFICATION

Course Completion Certificate for Introduction to C# — Issued by SoloLearn on August 30, 2023.

Course Completion Certificate for C# Intermediate — Issued by SoloLearn on October 30, 2023.

Discovering Godot: An Introductory Guide to Game Development

— Certificate of participation issued by DICT Region V on February 22, 2024.