

NICOLAS, JOHN ABIEL

Game Developer

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EXPERIENCE

Game Development Commission

Sigma Studios

📅 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.

Developed Game Prototypes

- Developed a total of 10 prototypes in 2D and 3D.
- Implemented features: different player movements, level design, AI enemies and NPC, dialogue systems, 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

Bachelor of Science in Entertainment and Multimedia Computing

Bicol State College of Applied Sciences and Technology

📅 2021 - 07/2025 📍 Penafrancia, Naga City

- Major in Game Development
- GPA: 1.4 (1 is the highest)

Computer Programming

Camarines Sur National High School

📅 2019 - 2021 📍 Penafrancia, Naga City

- With Honor

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.

SUMMARY

Dedicated game development professional 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.

KEY ACHIEVEMENTS

+ Prototype Development Success

Developed 3 successful game prototypes in 1 month.

+ Optimized Game Performance

Improved game load time by 30% with optimized clean code.

+ Successfully Developed Dynamic Website

Implemented back-end without prior experience.

SKILLS

Programs: Unity Engine

Visual Studio Maya Autodesk

Adobe Photoshop GitHub

Programming Languages: C#

C++ HTML Javascript CSS

PHP