

NICOLAS, JOHN ABIEL




Game Developer

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Summary

Aspiring game developer with a solid knowledge of developing games through hands-on experience from academic and personal projects and internships. Proficient in implementing interactive game features, designing games, and programming AI behaviors, with an emphasis on debugging and performance optimization for fluid gameplay. Dedicated to continuous learning, improving problem-solving techniques, and adapting to new technologies. Thrives in cooperative environments through effective collaboration with teams to develop creative game concepts.

Key Achievements

 YCS2 Semi-Finalist Joined the Young Creatives Season 2 in the game development category and enter in the top semi-finalist	 Showcase a Game in PGDX Successfully bring a game to the national event of the game developers in the Philippines.	 8 hours Game Jam Participated in a campus game jam and successfully developed a game in 8 hours.
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Experience

Ryne Media Studio Game Developer Intern	2025
<ul style="list-style-type: none">Successfully developed a game that will be showcased at PGDX 2025.Worked as programmer and successfully implemented features such as a stats system, enemy AI, world obstacles, interactables, and game managers.	
Game Development Commision Game Programmer	2024 - 2025
<ul style="list-style-type: none">Collaborated with the other developers to build a 2D platform educational game built in Unity Engine.Implemented the game main features such as player movement, environment interaction, mini-game and quiz activities.	
Codyyssey - 3D FPS Educational Game Game Programmer	2024 - 2025
<ul style="list-style-type: none">A capstone project that features FPS mechanics while learning the C++ programming language.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.	
Web Development Commission Full-Stack Developer	2024
<ul style="list-style-type: none">Developed an educational website with user login, stored user progress, and a quiz system.Utilizes XAMPP, HTML, CSS, JavaScript, PHP, and MySQL.	
Developed Game Prototypes Game Developer	2023 - 2025
<ul style="list-style-type: none">Developed over 10 small game prototypes in both 2D and 3D, improving skills in rapid iteration.Implemented a wide range of core game systems, including player movement (platformer, top-down, FPS), level design, AI behaviors, dialogue trees, inventory and save systems, event-driven architecture, Scriptable Object patterns, and audio management in the Unity engine.	
8hours Game Jam Game Developer	2024
<ul style="list-style-type: none">Designed and built a stealth prototype within 8 hours for a game jam, focusing on line-of-sight AI and dynamic lighting.	

Education

Bicol State College of Applied Sciences and Technology Bachelor of Science in Entertainment and Multimedia Computing Major in Game Development	Peñafrancia, Naga City 2021 - 2025
<ul style="list-style-type: none">Academic Awardee	
Camarines Sur National High School Computer Programming	Peñafrancia, Naga City 2019 - 2021
<ul style="list-style-type: none">Honor Award Recipient	

Skills

Game Development: Unity Engine • Visual Studio • C# • C++

Asset Creation Tools: Adobe Photoshop • Auto Desk Maya • Blender • Adobe Substance Painter

Version Control: Git • GitHub

Web Development: HTML • CSS / TailWind • JavaScript • PHP