

NICOLAS, JOHN ABIEL

Game Developer

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• Canaman, Camarines Sur 4402

Summary

Game developer student dedicated to delivering high quality games. 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.

Codyyssey - 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.

Keys and Creeps

EMC Day 8 Hours Game Jam

- Led the full development cycle as the lead programmer, ensuring timely completion within the 8-hour deadline.
- Successfully integrated A* pathfinding algorithm which is one requirement of the mechanics.

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** / 1

2021 - 07/2025

- Major in Game Development.
- President's, Dean's, and Vice President's Lister Recipients.

Camarines Sur National High School

Peñafrancia, Naga City

Computer Programming | GPA: **94** / 100

2019 - 2021

- Honor Award Recipient

Skills

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

3D & 2D Art Tools: Autodesk Maya • Adobe Photoshop

Version Control: Git • GitHub

Web Development: HTML • JavaScript • PHP • CSS

CERTIFICATION

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

Intro to Godot – DICT Region V (2024) — Certificate of participation issued by DICT Region V on February 22, 2024.