

# LENARD GABRIEL O.GASPI



## CONTACT

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- 🌐 <https://shorturl.at/cp7P2>

## SKILLS

- **Graphic Design:** Adobe Illustrator, Canva and Krita
- **3D Modeling:** Blender
- **Game Design:** Level design, character development, story writing
- **Team Collaboration**
- **Time Management**
- **Problem Solving**
- **Communication Skills**

## LANGUAGES

- Filipino – Native / Fluent
- English – Intermediate

## REFERENCE

### John Allyson Merdegia

- directorofmis@gmail.com
- 092735506618

Director of Management Information System Office,  
City College of San Jose Del Monte

## PROFILE

"Motivated BSEMC student passionate about game development, digital design, and multimedia. Skilled in Unity, Adobe Creative Suite, and C# programming. Creative team player with project-based experience, eager to apply and grow technical and design skills in real-world projects."

## WORK EXPERIENCE

### OJT Intern

JUNE 2024 – SEPTEMBER 2024

DILG-NAPOLCOM Center

- Completed 400 hours of internship focusing on administrative support and basic technical tasks
- Assisted with documentation, file organization, and simple digital content tasks
- Gained experience in a professional workplace environment and team collaboration

### Capstone Project - Project Manager

2024 – Present

Jungle Jumper Extreme (2.5D Adventure Platformer Game)

- Led a team of 5 in developing an environmental awareness game using Unity
- Managed task delegation, timelines, and project goals
- Collaborated with programmers, artists, and sound engineers to meet game objectives
- Focused on gameplay mechanics, narrative design, and testing

### Freelance Game Developer - Project Manager

2025 – Present

Play to Prepare (Educational Disaster Preparedness Game)

- Developing an interactive educational game to promote disaster awareness and preparedness
- Managing project scope, timelines, and deliverables for a small dev team
- Coordinating with designers, programmers, and subject experts to ensure engaging yet accurate gameplay
- Overseeing core mechanics, UI/UX design, and playtesting for effective learning outcomes

## EDUCATION

### Bachelor of Science in Entertainment and Multimedia Computing (BSEMC)

2021 - 2025

Major in [Game Development / Digital Animation]

College of Liberal Arts and Sciences | University of Caloocan City  
Graduated: April 28, 2025