

LENARD GABRIEL O. GASPI



CONTACT

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📍 Bagong Silang, Caloocan City

🌐 <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

2021 - 2025

Multimedia Computing (BSEMC)

Major in [Game Development / Digital Animation]

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