

Dionell Macabugao

Game Developer - Mission College

Santa Clara, CA - Email me on Indeed: [indeed.com/r/Dionell-Macabugao/0137f37327f0a256](https://www.indeed.com/r/Dionell-Macabugao/0137f37327f0a256)

To become a professional game developer.
Authorized to work in the US for any employer

WORK EXPERIENCE

Game Developer

Mission College - Santa Clara, CA - July 2016 to Present

Developed HTML5 games that helped promote videogame-related courses for the school.

- Developed a game called "Mission College: Reinvented" that helped spread the news that a new building called "Student Engagement Center" will be built on spring 2018.
- Developed a game called "Endless Mission" that is used to promote financial aid amongst students.
- Worked closely with the Marketing department to promote the videogames
- Used Adobe Photoshop and Adobe Illustrator to create artworks for the game

Freelance Game Developer

Gamkedo Game Development Club - March 2016 to Present

Helped create games with team members around the world in a club called "Gamkedo"

- Worked closely with mentors to ask for advice and support in learning how to create videogames
- Used JavaScript, Unity, and C# to develop games
- Used Adobe Photoshop, Adobe Illustrator, and Aseprite to create game artworks
- Use of Slack, GitHub, and Trello for a good team communication and workflow

Device support technician

Zazzle Inc - San Jose, CA - June 2014 to April 2016

95126

- Created a database management system using Microsoft Access and Access SQL to provide better inventory management
- Responsible for the maintenance and repairs of machinery that costs over 6 million dollars with equipment in 3 facilities
- Created forms and documents such as daily checklists for different shifts, orientation checklists, daily and weekly maintenance lists, and do's and don'ts on machines
- Quickly diagnose causes of system failures and malfunctions to ensure highest operating efficiencies, reliability, and quality performance standards
- Trained production staff in how to perform minor fixes on machines to acquire better workflow proficiency

EDUCATION

Certificate of Proficiency in Graphic Design

Mission College - San Jose, CA
2016 to 2017

Bachelor of Science in Computer Science

University of Perpetual Help System DALTA

2010 to 2013

Mission College Boulevard Santa Clara - Santa Clara, CA

SKILLS

ADOBE ILLUSTRATOR (2 years), ADOBE PHOTOSHOP (2 years), ILLUSTRATION (2 years),
ILLUSTRATOR (2 years), PHOTOSHOP (2 years)

LINKS

<http://www.dionelldionell.com>

ADDITIONAL INFORMATION

Skills:

- Programming Languages: C#, HTML, CSS, JavaScript
- Game Engines: Unity, RPG Maker MV, Phaser
- Software and Tools: Adobe Photoshop, Adobe Illustrator, Aseprite, Github, Trello
- Hardware: Mac and Windows