

# Jan Patrick N. Palacio

SOFTWARE ENGINEER

Blk. 3, Lot 3, Phase 1, Green Estate. Subd, Brgy. Tiaong, Guiguinto, Bulacan, 3015

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## Summary

Software Engineer with 4+ years experience specializing in the frontend development, android mobile application, and game development. Seeking a challenging and rewarding opportunity to use and grow my software engineering skills. Interested in learning new technologies and tools when needed.

## Skills

<b>Programming</b>	JavaScript · Python · Java · C#
<b>Front-end</b>	ReactJS · HTML5 · CSS3 · SASS
<b>Back-end</b>	Node.js · Express · MongoDB · REST API
<b>Technologies</b>	Android Studio · Unity
<b>Tools</b>	Git · GitHub · Atom · VSCode · Postman · Trello
<b>Languages</b>	Filipino · English

## Experience

### Mad Underground

Mandaluyong, Philippines

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Jan. 2020 - Present

- Develop a mobile application called the “Rabbit Arcade” using Android Studio and Java
- Translate design from Adobe XD to android app using Android Studio
- Develop a game called the “Flying Baby” using Unity C# to be played by the users of the Rabbit Arcade app
- Create a developer app using Android Studio to be used by the game developers to test and make their game call our scoring endpoint

### Anino Inc.

Makati, Philippines

SOFTWARE ENGINEER

Apr. 2018 - Jan. 2020

- Developed major features on the frontend side: In-game leaderboards, Subscription, Milestone Rewards
- Maintained major features of the project using Unity C#
- Communicated with engineers, designers, producers, and artists on a daily basis

### Anino Inc.

Makati, Philippines

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Aug. 2017 - Apr. 2018

- Developed new slot machines and features
- Fixed minor bugs and issues
- Maintained minor features of the project using Unity C#

## Education

### FEU Institute of Technology (formerly FEU East Asia College)

Manila, Philippines

B.S. IN INFORMATION TECHNOLOGY WITH SPECIALIZATION IN ANIMATION AND GAME DEVELOPMENT

Aug. 2012 - Aug. 2018