

# Jan Patrick N. Palacio

SOFTWARE ENGINEER

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## Summary

Software Engineer with over 4 years of experience in front-end development, android mobile application, and game development. Experienced in developing and maintaining high-quality software, with a track record of delivering successful projects on time. Passionate about leveraging new technologies and tools to create innovative solutions. Seeking a challenging and rewarding opportunity to utilize my skills and contribute to a dynamic team. I am excited about this opportunity because it aligns well with my experience and interests, and I look forward to bringing my expertise to this role.

## Skills

**Programming** Java · JavaScript · Python · C#  
**Front-end** ReactJS · HTML5 · CSS3 · SASS  
**Technologies** Android Studio · Unity  
**Tools** Git · GitHub · IntelliJ · Postman · Trello · Slack · Jira  
**Languages** Filipino · English

## Experience

### Mad Underground

Mandaluyong, Philippines

SOFTWARE ENGINEER

Jan. 2020 - Mar. 2023

- Developed an Android app called the “Rabbit Arcade” using Android Studio and Java
- Translated design from Adobe XD to android app using Android Studio
- Developed a game called the “Flying Baby” using Unity C# for the Rabbit Arcade app, which has gained 50k+ downloads
- Developed an Android app using Android Studio that allows game developers to test and integrate our scoring endpoint into their games

### Anino Inc.

Makati, Philippines

SOFTWARE ENGINEER

Apr. 2018 - Jan. 2020

- Developed major front-end features in Double Win Vegas Slots: In-game leaderboards, Subscription, Milestone Rewards
- Maintained major front-end features in Double Win Vegas Slots using Unity C#
- Effective communication and collaboration with engineers, designers, producers, and artists on a daily basis
- Assisted interns in their tasks and provided guidance throughout their internship program

### Anino Inc.

Makati, Philippines

SOFTWARE ENGINEER INTERN

Aug. 2017 - Apr. 2018

- Developed new slot machines and features in Double Win Vegas Slots
- Fixed minor front-end 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