## Melbert Bolocon

Game Developer | Frontend Developer

Experienced in making Games for PC, WEB, and Mobile



trebert.melbert@gmail.com



09159120859



**Philippines** 



javurtez.github.io/



github.com/javurtez

# PROGRAMMING LANGUAGE



JavaScript











#### **TOOLS**

Visual Studio



EDUCATION

### BS Entertainment Multimedia Computing - Game Development

CIIT College of Arts and Science

08/2015 - 09/2019

#### **BS Computer Engineer – Software Engineer**

University of San Carlos

06/2011 - 08/2013

#### **WORK EXPERIENCE**

#### Mid Game Developer/Game Dev Unit Lead(HTML5)

Taktyl Studios

06/2021 - Present

Achievements/Tasks

- Unit Lead for HTML5 Game Development Team
- Developed HTML5 Games using Phaser3
- Created Phaser3 Base Template for the company
- Used PlayFab and Firebase for Multiplayer/Leaderboard functionality
- Optimized and Refactored older HTML5 game projects that used PIXIJS
- Created plugins/add-ons for a project

Contact: John Paul Mata - 09178993875

#### Game Developer

Gamebrush SL

01/2019 - 03/2021

Achievements/Tasks

- Main Programmer of Casual Mobile Games and Apps
- Implemented necessary plugins like Remote Settings, Ad Implementations, In-app Purchase, and Cross Promotion for other Mobile Games and Apps
- Updated useful assets that were bought on the Unity Assetstore
- $\ ^{\square}$  Created plugins/add-ons that uses Java functionality in Unity

Contact: Ivan Martinez Gomez - byivan@gmail.com

#### Intern Game Developer

Definite Gaming

06/2018 - 12/2018

Achievements/Tasks

- Helped in developing previous Main Android and Web games
- Helped in debugging that bug testers and users found in certain Android Games

Contact: Jan Francis Berdan - 09270663411

#### Part-time Junior Game Developer

**Definite Gaming** 

09/2017 - 01/2018

Achievements/Tasks

Updated and Fixed 87+ obsolete Games and Apps to be compatible on the new 64 bit iOS

Contact : Jan Francis Berdan - 09270663411

#### PERSONAL PROJECTS

More Games

- □ https://trebertgames.wordpress.com/
- https://javurtez.github.io/