

Melbert Bolocon

Game Developer | Front-end Game Developer

Proficient in developing games across PC, web, and mobile platforms.

✉ trebert.melbert@gmail.com

☎ 09159120859

📍 Philippines

🌐 <https://javurtez.vercel.app/>

🐙 <https://github.com/javurtez>

PROGRAMMING LANGUAGE

- C#
- JavaScript
- TypeScript
- Java
- KOTLIN
- C/C++

GAME ENGINES

- Unity3D
- Cocos Creator
- Phaser3
- BabylonJS
- ThreeJS
- PIXIJS

TOOLS

- SourceTree
- Git
- Audacity
- Blender
- GIMP
- Visual Studio
- Visual Studio Code

Education Background

● 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

Professional Experience

Unit Lead Game Developer

Taktyl Studios
01/2023 – Present

Key responsibilities:

- Liaison between the pitch team and the game development department
- Provided project estimates and timelines to the sales team
- Managed members within the HTML5 Unit

Contact: John Paul Mata – 09178993875

Mid Game Developer

Taktyl Studios
06/2021 – 01/2023

Key responsibilities:

- Developed high-quality games for both local and renowned international clients
- Developed HTML5 games using Phaser3 based on the designs and documentation provided by Game Designers
- Developed reskinable games using Phaser3 and Cocos Creator to streamline development processes
- Developed Phaser3, and BabylonJS Base Template for the company
- Used PlayFab and Firebase for Multiplayer/Leaderboard functionality
- Optimized and refactored legacy HTML5 game projects utilizing PIXIJS framework
- Implemented Game Analytics

Contact: John Paul Mata – 09178993875

Unity Game Developer

Gamebrush SL
01/2019 – 03/2021

Key responsibilities:

- Main Programmer in making of Casual Mobile Games and Apps
- Implemented essential plugins for Remote Settings, Ad Integration, In-app Purchases, and Cross Promotion in mobile games and apps
- Created plugins/add-ons that use Java functionality in Unity

Contact: Ivan Martinez Gomez – byivan@gmail.com

Intern Game Developer

Definite Gaming
06/2018 – 12/2018

Key responsibilities:

- Contributed to Android and web game development, providing valuable assistance throughout the process
- Provided assistance in debugging QA-identified issues in Android games

Contact: Jan Francis Berdan – 09270663411

Part-time Junior Game Developer

Definite Gaming
09/2017 – 01/2018

Key responsibilities:

- Successfully updated and resolved compatibility issues for over 87 obsolete games and apps, ensuring seamless performance on the latest 64-bit iOS platform

Contact: Jan Francis Berdan – 09270663411