Melbert Bolocon

Game Developer | Frontend Game Developer

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📍 Philippines

🌐 https://javurtez.vercel.app/

https://github.com/javurtez

in https://www.linkedin.com/in/melbert-bolocon-96a189100/

PROGRAMMING LANGUAGE

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

GAME ENGINES

- Unity3D
- Phaser3
- Cocos Creator
- BabylonJS
- Three.JS
- PixiJS

TOOLS

- SourceTree
- Github
- Audacity
- Blender
- GIMP
- Visual Studio

Professional Experience

Mega Cat Studious

Lead Game Developer
08/2025 - Present

Key responsibilities:
- Guided and mentored junior developers to improve coding practices, problem-solving, and overall technical growth
- Assigned and tracked tasks to ensure efficient project progress and timely delivery
- Authored and maintained technical documentation to support knowledge sharing and project consistency
- Collaborated with department heads (design, art, production) to prototype features and align development with project goals
- Oversaw build delivery, organized development workflows, and ensured smooth integration of game systems

Intermediate Unity Developer
06/2023 - Present

Key responsibilities:
- Resolved online and gameplay bugs to ensure smooth multiplayer and single-player experiences across platforms
- Developed and fine-tuned vehicle systems, including physics, input handling, and camera behaviors
- Implemented and iterated on core gameplay mechanics using Unity and C# to enhance player engagement
- Created custom editor tools to streamline level design and improve team workflow efficiency
- Optimized game performance through profiling, memory management, and code refactoring for better frame rates and responsiveness

Taktyl Studios

Unit Lead Game Developer
01/2023 - 06/2023

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

Mid Game Developer
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 reskinnable 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

Gamebrush SL

Unity Game Developer
01/2019 - 03/2021

Key responsibilities:
- Developed Casual and Hypercasual Mobile Games
- Implemented Remote Settings, Ad Integration, In-app Purchases, and Cross Promotion in mobile games and apps
- Created plugins in Unity to be able to call Native Code Library in Android

Contact: Ivan Martinez Gomez - byivan@gmail.com

Definite Gaming

Intern Game Developer
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

Junior Game Developer [Part-time]
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: John Jester Tesoro - 09369746347 | Jan Francis Berdan - 09270663411

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