

JENZ ARSEN ALABADO

Unity Game Developer

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Summary

Hi I'm Jenz, a passionate Game Developer and Hobbyist since 2016, with 5 years of professional experience in the game development industry. I previously worked with top Hidden Object Game Companies on mobile and PC such as Big Giant Games, Red Tower Games, and Boomzap Entertainment and have been credited in 20+ published games throughout Bigfish Games, IOS Store, Google Play Store, & Steam.

Experience

Boomzap Entertainment

Singapore

Lead Game Developer

May 2021 - Jan 2024

- Led the franchise development of All-Time Top 100 Selling games in Bigfish such as So Much Stuff & Finding America.
- Developed editor tools in Unity, Photoshop, and Google Sheets to expedite the overall workflow in Unity for the team.
- Built multiple repositories and used Github as Version Control System to handle the changes for each new project.
- Animated UI, created basic effects (Shaders & Particles) to improve the overall visual presentation and user experience of the game projects assigned.
- Used Unity Localization and Google Sheets for in-game translation of texts for all projects.,
- Implemented Addressables System for managing asset load/unloading.
- Collaborate with QA Team to debug and fix issues using JIRA.
- Setup steam pages, build scripts, depots and build uploads for all projects assigned.
- Manage build process in Jenkins by setting up build commands that can initiate build for a project in the build servers.

Red Tower Game Studio

Philippines

Game Developer

Jul 2019 - Aug 2020

- Led the development, and helped in the publishing of Hidden Object Adventure Game Escape Abduction to Google Play Store and App Store.
- Built a 2D Hidden Object Template in Unity, which sped up the production of new levels for 2D Hidden Object Adventure Game Escape Abduction.
- Integrated Ads specifically Appodeal API into Unity game projects assigned.
- Animated UI, created basic visual effects for the game projects assigned.
- Developed a custom editor tool for in-game translations which improved the translation workflow for the game.

Big Giant Games

Philippines

Junior Game Developer

Jan 2018 - July 2019

- Helped develop the best levels (Amazon, Office, Himalayas, & Mayan) in mobile game Prison Escape Puzzle using Playmaker Plugin in Unity.
- Created templates for minigames to be able to reuse features into different parts or levels of the game.
- Integrated Ads specifically Chartboost API into Unity game projects assigned.
- Animated item interaction, UI and many more in the game using Playmaker Tweening tool.
- Used I2Localization plugin for handling translations.

Portfolio

Please see this link to view my website portfolio: https://jenzarsen.github.io/react_portfolio

Skills

- Unity ★★★★★★
- C# ★★★★★★
- Adobe Photoshop ★★★★★
- JIRA ★★★★★
- Git ★★★★★
- Jenkins ★★★★★
- HTML ★★★★★★
- CSS ★★★★★★
- NodeJS ★★★★★
- PostgreSQL ★★★★★
- ExpressJS ★★★★★

Achievements

- (2020) Participant - Global Game Jam 2020
- (2019) 1st Runner Up - Game Jam+ Manila 2019
- (2018) Participant - Global Game Jam 2018
- (2017) Programmer of the Year
- (2017) Champion - Tagisan ng Talino
- (2016) 1st Runner Up - Tagisan ng Talino

References

Available upon request