

JOSHUA VER S. DELA PEÑA

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I am a graduating BSEMC major in Game Development student with a passion for front-end web development. My aim is to apply and to improved my skills and knowledge and meet people who can help me to grow in the field of IT Industry.

RELATED EXPERIENCE

- **Freelance QA, Tester Work (February 2023 – Aug 2023)**
 - Executed manual, exploratory test cases across various software applications. successfully identifying, reproducing bugs.
- **Designed and Developed Web Pages**
 - Developed responsive web pages using HTML5, CSS3, JavaScript.
- **Designed and Developed Video Games**
 - Developed various genre of games using Unity Game Engine.
 - Specialized in audio programming.
- **User Interface and Prototype Design**
 - Designed application user interface and prototyped websites using Adobe XD.

SKILLS AND TOOLS

- Familiar with wide range of programming language including but not limited to Java, JavaScript, C#, Python, C++.
- Familiar in Mobile App Development such as Android Studio.
- Familiar in Database Management System such as MySQL, IBM db2.
- Proficient in Scripting in JavaScript for Web Development and C# for Game Development.
- Proficient in Front-End Web Development HTML5, CSS3, Bootstrap Studio, WordPress.
- Proficient in using Game Engine such as Unity Game Engine, Construct 2
- Proficient in version control such as Git, GitHub.
- Proficient in User Interface Design, Prototype using Adobe XD.
- Skilled in utilizing Software Testing.
- Advanced in troubleshooting computer hardware.

VOLUNTEER EXPERIENCE

- **Post-production Committee (Aug 2023 – Present)**
Multimedia and Technology Association – Organization at New Era University
 - Set up and configuring organization-hosted events, including webinars, to ensure seamless operations.
 - Troubleshooting and resolving technical issues related to software and hardware.

EDUCATION

- **Bachelor of Science in Entertainment and Multimedia Computing major in Game Development**
(2020 – Present)
New Era University, Quezon City
 - Created Java and C# applications designed and develop video games, mobile applications and websites, utilized Unity Game Engine. Applied knowledge of data structures & algorithms, SDLC, fundamentals of database and object-oriented programming.
- **Science, Technology, Engineering, and Mathematics** (2018 – 2020)
Nuestra Señora de Aranzazu Parochial School Annex, San Mateo, Rizal
 - Created and Programmed Arduino Robotics created floorplans 3D models using AutoCAD and SketchUp.
 - Rendered 80 Hours of work immersion at JD's Work modelling 3D furniture using AutoCAD.

MISCELLANEOUS

- **Certifications:**
 - [Unity 2D and C# Game Developer Megacourse.](#)
 - [Augmented Reality Game Development with Unity 3D.](#)
 - [Project Development Using Java 2022.](#)
 - [No Code Machine Learning with Qlik.](#)