JOSHUA VER S. DELA PEÑA

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Self - directed and consistently worked in difficult situations. Highly skilled in tracking details and communicating deadline to ensure on-time completion.

EXPERIENCE

- Game Developer Intern, Ranida Games (October 2023 July 2024)
 - Developed a Video Game for Mobile and PC using Unity 3D Game Engine.
- Freelance Software QA, Tester Work (February 2023 Aug 2023)
 - Provide test support for various mobile software applications, accomplish test plans and test cases of applications under test.
 - Create documented report for every project.

PROJECTS

- <u>Isla Saga</u> (3D Top-Down Action-Adventure Game)
 - Associated with Ranida Games.
- Grim Days (3D First Person Shooting Game)

SKILLS AND TOOLS

- Familiar with wide range of programming language including but not limited to Java, JavaScript,
 Python.
- Develops Games using Unity Game Engine in C# Programming Language.
- Front-End Web Development HTML5, CSS3, Bootstrap Studio, WordPress.
- User Interface Design, Prototype Website using Adobe XD.
- Mobile App Development using Android Studio.
- Database Management System MySQL, IBM db2.

VOLUNTEER EXPERIENCE

Post-production Head – External (Aug 2023 – July 2024)

Multimedia and Technology Association – Organization at New Era University

- Assisted in setting-up and configuring organization-hosted events, including webinars, seminars to ensure seamless operations, collaborated on video editing, enhancing presentation visuals, transitions, and overall quality.
- o Troubleshooting and resolving technical issue related to software and hardware.

EDUCATION

 Bachelor of Science in Entertainment and Multimedia Computing major in Game Development (2020 – 2024)

New Era University, Quezon City

 Created Java and C# applications designed and develop video games, mobile applications and websites, Applied knowledge of data structures & algorithms, SDLC, fundamentals of database and object-oriented programming.

