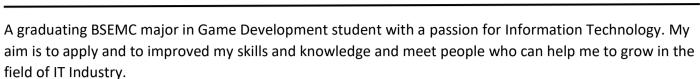
JOSHUA VER S. DELA PEÑA

San Mateo, Rizal | +63 961-247-0716 | joshuaver.delapena@gmail.com

Website: https://joshvdp.github.io/

LinkedIn: https://www.linkedin.com/in/joshuaver-delapena/

GitHub: https://github.com/joshvdp



RELATED EXPERIENCE

- Game Developer Intern, Ranida Games (October 2023 November 2023)
 - Created a game project using C# and Unity 3D Game Engine.
 - o Utilize C# Programming Language for Sound Programming.
- Freelance QA, Tester Work (February 2023 Aug 2023)
 - Executed manual, exploratory test cases across various software applications.
 successfully identifying, reproducing bugs.
- Designed and Developed 2D and 3D Video Games
 - Developed various genre of games using Unity Game Engine.
 - o Developed Games for Mobile and PC Platforms.
- Designed and Developed Web Pages
 - Developed responsive web pages using HTML5, CSS3, JavaScript.
 - o Designed User Interface and Prototyped Design using Adobe XD and Figma.

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.
- Familiar in Operating Kali Linux.
- 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 Head – External (Aug 2023 – Present)

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 closely 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 – 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

- o Rendered 80 Hours of work immersion at JD's Work modelling 3D furniture using AutoCAD.
- Programmed Arduino Robotics using C++, developed games using ActionScript 2. Created floorplans, 3D models using AutoCAD and SketchUp.