Sydrenz Anthony Cao

Game Programmer | C++ & Unity Developer
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Highly motivated game programmer with 3 years of experience in software design and development, specializing in gameplay systems and engine-level programming. Currently a student at De La Salle University majoring in Game Development, with advanced knowledge of C# and C++ and a passion for building the core mechanics that create engaging interactive experiences.

Technical Skills

Core Competencies: Graphics Programming, Gameplay Systems Programming, Object-Oriented Programming, 3D Math & Linear Algebra, Systems Design & Balancing
Languages: *C++*, *C#*, HLSL
Engines & Libraries: *DirectX 11*, *Unity*, Unreal Engine, Godot, SFML
Tools & Methodologies: Git & GitHub, Visual Studio, Adobe XD, MySQL Workbench

Selected Projects

DirectX 11 Engine | *C++, DirectX 11, HLSL*
- Developed a custom 3D game engine from the ground up, demonstrating a strong understanding of core rendering pipelines, object transformations, and memory management.
- Wrote custom HLSL shaders to achieve specific visual effects, including a procedural fog system, showcasing an aptitude for graphics programming.

Beyond the Thicket | *Unity, C#*
- Designed and implemented a complete turn-based combat system, including character stats, ability mechanics, and a turn-passing system based on action type.

Project Experipets | *Unity, C#*
- Programmed core gameplay mechanics for a monster-taming game, including player controls, inventory management, and UI functionality.

Experience

Volunteer Game Programmer | Local Children's Museum | *June 2024 – Present*

- Collaborated with a team to develop a new interactive educational game for museum visitors using C# and Unity.
- Identified, debugged, and resolved software bugs and technical issues to ensure a smooth and stable gameplay experience.

Assistant Vice President for Creatives | Initiators of Development in Interactive Entertainment (INDIE) | *Sept 2021 – Present*
- Led creative direction for organizational events, designing promotional materials and managing social media to increase student engagement.

Education

De La Salle University - Laguna Campus | *Expected Grad: 2026*

- Bachelor of Science in Interactive Entertainment, Major in Game Development

Philippine Science High School - Bicol Region Campus | *Graduated: 2021*

- High School Diploma with a specialization in Science, Technology, and Mathematics.
- Director's List recipient for academic excellence (Grades 11 and 12).