**OCHANGCO, MICHAEL ANTHONY S.**



INDIE GAME DEVELOPER

3D/2D ARTIST AND ANIMATOR

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EMAIL: maochangcodev9753@gmail.com

LINKEDIN: https://www.linkedin.com/in/michael-anthony-ochangco-30409523b

GITHUB: https://github.com/maochangco/resume.git

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**SKILLS:**

GAME ENGINE:

UNITY GAME ENGINE

C# or BOLT

UNREAL ENGINE 5

BLUEPRINT

3D SOFTWARE:

AUTODESK MAYA

BLENDER

SKETCHUP

DRAWING SOFTWARE:

ADOBE PHOTOSHOP

ADOBE ILLUSTRATOR

INKSCAPE

GIMP

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**EXPERIENCE:**

7 years (2015 – present) unity game engine, 3d modelling and animation, 2d drawing and art software.

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**EDUCATION:**

College:

Polytechnic University of the Philippines

Bachelor of Science in Civil Engineering

High School:

Polo National High School

Elementary:

Arcadio F. Deato Elementary School

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**PERSONAL INFORMATION:**

Gender: Male

Age: 26

Citizenship: Filipino

Address: Balangkas,Valenzuela City

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**ABOUT MYSELF:**

I am a self trained indie game developer who have 7 years of experience in Unity game engine, 2d drawing software, 3d modelling and animation software.

I am looking for a job related in game development or 3d modelling and animation

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**SAMPLE PROJECTS: https://github.com/maochangco/resume.git**

sample projects include:

-sample game

-sample fbx/3d model

-sample render



