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Lead Game Software Developer with twelve years of experience in developing video games and other interactive media applications for small indie start-ups to large public companies in the gaming, education, cosmetic, advertisement, and entertainment industries. Lead the full cycle development of games in **Unity** scaling from casual games to games as a service (GaaS) projects.

Skilled in leading cross-functional teams with Agile project management and Lean software development. Game development experience includes gameplay engineering, artificial intelligence, graphics programming, tooling, and REST API integration.

Technical Highlights

- Transformed a static mobile game into a dynamic and responsive live service app. Utilized *Unity Addressable Asset System* for dynamic resource streaming and real-time remote content delivery via *Google Cloud Platform* and *Unity Remote Config*.
- Established an engineering culture that promotes self-organization and continuous improvement. Parallel coding using the *Gitflow* version control strategy. Improved code review cycle by automated code analysis with *Codacy*. Leverage *Continuous Integration* workflows to automate release pipeline using *GitHub Actions* and *Unity Cloud Build*.
- Streamlined the company's content strategy thru the creation of content authoring tools in *Unity Editor*. Empowered game designers and content managers to directly generate, publish, and control content and data for the app.

Employment Summary

David Morgan Education, Oxford, UK (Remote)

David Morgan Education provides gamified EdTech solutions for children learning to read and spell.

- **Unity EdTech Team Leader** **April 2018 - Present**
Assemble and lead the development team of 4-8 composed of roles in programming, game design, and art. Create interactive activities and games that entertain children as they learn to read and spell. Reporting directly to the CEO. (*Unity, C#, GitHub, Sourcetree*)
 - Creation of a lesson delivery system that incorporates the company's trademark *Trainertext Visual Phonics (TVP)* system to provide educational content to minigames and activities.
 - Implemented microservices architecture and test-driven development. Creation of in-house tools and libraries. (*Unity Package Manager, Unity Test Runner*)

Crisalix Virtual Aesthetics Inc., Pasig City, PH

1 yr 3 mos

Crisalix uses artificial intelligence, computer vision, and augmented reality in the creation of 3D reconstructions of human bodies and the simulation of aesthetic procedures on top.

- **3D Software Developer** **January 2017 - March 2018**
Development of computer vision and 3D simulation tools for plastic surgery simulation using computational geometry and mesh manipulation. Creation of graphics shaders using *Cg/HLSL*. Optimization of CPU and GPU performance. Reporting directly to the CEO. (*Unity, C#*)

White Widget Ltd., Quezon City, PH

2 yrs 5 mos

White Widget is a start-up software development agency specializing in apps and games.

- **Lead Game Programmer** **July 2015 - November 2016**
Facilitate the development of mobile game projects from pitch to release. Planning development tasks into production phases and milestones. (*Unity, C#*)
 - Composed curriculum recommendations for Game Development courses to be offered by the *Technical Education and Skills Development Authority (TESDA)*.
- **Game Programmer** **July 2014 - July 2015**
Research, design, development, and integration of game features. (*Objective-C, Cocos2d, Unity, C#*)
 - Represented the company in trade shows such as *Philippine Game Festival* and *National Science and Tech Week*. Did student outreach and discussed game production basics.

Gameloft Philippines Inc., Makati City, PH

4 yrs 4 mos

Gameloft creates games for all digital platforms and with an audience of 140 million monthly users.

- **Senior Game Programmer** **April 2012 - April 2014**
Credited as **Lead Game Programmer** in titles such as *Where's Wally Now?*, *Wonder Zoo*, and *Littlest Pet Shop for Freebox* and *Orange Set-Top Box* porting projects. (*C++*)
 - Head a team of 4-8 programmers in porting projects. Train developers with the use of *Gameloft's* in-house platforms and tools.
- **Game Programmer** **January 2010 - March 2012**
Game porting projects to platforms such as *iOS Devices*, *Set-Top Boxes*, *Nintendo DS*, and more.

Education

University of the Philippines, Los Baños, Laguna, PH

- **Bachelor of Science in Computer Science** **2005 - 2009**
Coursework included human-computer interaction research and design, user interface design usability, and formal language theory and its applications in plant growth and morphology.