Herleen Dualan

Junior Programmer
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Profile

Passionate and self-driven programmer with well rounded experience and ever-growing love for the creation of games. Skilled in object oriented programming, gameplay patterns, debugging processes and version control.

Ability to effectively work both independently and collaboratively with others. A team player that brings forth the ability to adapt rapidly. Enjoys prototyping and enthusiastically expands on ideas.

Projects

Solo Project: "Wobblie"

04/2023

A tool where you can draw shakey art with editable parameters. Still in active development. Godot 3.5 / GDScript.

- Used Godot's Line2D to draw lines based on an action button pressed event and mouse position
- Wrote a vertex shader that affects line quality, shake speed and wobble factor
- Implemented a layer, undo and redo system
- Laid out user friendly UI with plans to overhaul it in future updates
- Programmed a system to ensure UI interacts with code

Kaijujam 2: "Crustacean Camera Caddie"

04/2023

A collaborative project made within one week about using a camera on a golf ball to take pictures of a giant crab kaiju.

Worked in the role of Programmer and General Artist, utilizing Godot 4 / GDScript. My responsibilities included the following:

- Prototyped ball behaviour by implementing projectile motion based on target location
- Programmed camera code, player rotation and photo quest system
- Wrote an in editor tool to randomize city layouts using Godot's GridMap
- Laid out quest window's UI and added text effects
- Designed kaiju explosion VFX with Godot's GPUParticles3D and Visual Shaders
- Conceptualized main menu art

Weekly Game Jam: "At the Station"

10/2022

Participated in a one week long collaborative game jam about meeting a strange dog at a station. Responsibilities included Lead Programmer and Artist. Unity / C#.

- Created pixel art assets
- Programmed 2D platforming, dialogue and interaction system
- Directed and implemented cutscenes with Unity Timeline
- Designed dust (air), dust trail and cherry blossom particle effects with Unity's Particle System
- Polished game visuals via Post Processing Effects with URP

Links

Portfolio & Demo Reel

Technologies

Godot / GDScript
GLSL
Git/Github
Unity / C#
Python
Lua
Javascript
HTML/CSS

References

References available upon request

Languages

English	**Native speaker**
Japanese	**Very good command**
Tagalog	**Working knowledge**