

Alexander Miguel

"I'm always available. If not, I will make time."

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CAREER OBJECTIVE

I am an undergraduate looking for a job where I can use the communication skills I've developed throughout the years of playing intensive games wherein communication is the key to winning. I have always been comfortable in handling tasks, simultaneously, and still finish them on time.

WORK EXPERIENCE

OAMPI Inc, Makati— Customer Service Representative (Verification Specialist)

SEP 2020 - PRESENT

EDUCATION

De La Salle-College of Saint Benilde, Manila — Bachelor of Science in Interactive Entertainment and Multimedia Computing

(Formerly Bachelor of Science in Game Design and Development, currently paused)

AUG 2016 - MAR 2020

Emilio Aguinaldo College, Manila — Bachelor of Science in Computer Engineering

MAR 2015 - JUN 2016

Saint Mary's Academy, Pasay— High School

JUN 2011 - MAR 2015

SKILLS

Game Development — Unity, UE, CryEngine, Blender, etc.

I have been into game development ever since I got my very first (capable) computer. From hosting World of Warcraft servers to creating sceneries and games.

Programming — C++, C#, HTML, CSS, JS, etc.

I have made a few websites using HTML, CSS, and JS (with and without the help of WordPress). I've also been able to make a few games using Unity and Unreal Engine 4 (C++ and C#), while hosting a few servers and managing their SQL Databases (MySQL and the likes).

KNOWLEDGE

Computer Enthusiast - From the very first Intel 4004 to the current flagship of AMD, I have enjoyed providing opinions based on facts and graphs on what's best above the rest.

Keyboard and Mouse Enthusiast

- The global pandemic brought our work closer to our homes. With that, we also strived to be at our optimal when it comes to productivity; tinkering and modifying our arsenal.

PROJECTS

Global Game Jam 2017 and 2018 - Held in Benilde. A worldwide event wherein everyone is invited to create games with their teams for 3 days.

LANGUAGES

English

Filipino