



## JOHN MILES MORALES

Game Developer

📍 Brgy. Kaypian Sjdm, Bul.

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## SUMMARY

An aspiring game developer Intern with 3 years of experience in game development. Skilled in leading teams of programmers to develop games in Unity. Expertise in gameplay programming, AI, and user interface design

## EDUCATION

### Major in Game Development

City College of SJDM

2020-2023

### Major in Arts and Design

First City Providential College

2018-2020

## SKILLS

Unity

Html/css

C#

Javascript

Java

React

Git

UI/UX

## EXPERIENCE

### Freelance Video Editor

📅 2022

Worked with a vlogger to edit a raw images, footage, script into finished product for social media growth

### Freelance 3D Artist

📅 2022

Worked with NFT project, a blockchain-based initiative that involves creating, buying, and selling non-fungible tokens (NFTs)

### Freelance Virtual Assistant

📅 2021

Worked with a business man as a remote assistant. Organized and maintained online files, schedules, and assisted social media growth

## PROJECTS

### Lakbay Bulacan

📅 2021

An adventure visual novel game that showcase the cities of Bulacan

- Crafted a compelling and engaging narrative for a visual novel game, demonstrating strong skills in storytelling, character development, and dialogue writing.
- Successfully marketed and promoted a visual novel game, demonstrating skills in marketing, business development, and social media management

### Sharpshooter.io

📅 2022

An endless 2D top down action shooter

- Implemented a procedural generation that highlights complex algorithms and dynamic gameplay experiences.
- Employed optimization techniques to ensure smooth performance on various platforms and devices.
- Designed challenging gameplay that provides a satisfying level of difficulty without being frustrating, resulting in a high player retention rate.

### Deadly Delivery

📅 2023

2D action game with various game modes

- Created a highly replayable 2D action game with varied game modes, dynamic combat mechanics, and balanced game flow.
- Designed engaging and visually appealing levels for a 2D action game, showcasing skills in game design and art.