



NATE JUSTINE M. FLORENDO

GAME DEVELOPER AND MULTIMEDIA ARTIST

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PROFILE

Passionate game developer and multimedia artist with 5 years of experience in **Unity3D** and **C#** programming, backed by 4+ years of 3D modeling experience. Successfully delivered multiple independent game projects while maintaining academic excellence in **Entertainment and Multimedia Computing**. Combines technical proficiency with artistic skills to create engaging gaming experiences, with demonstrated ability in both **2D and 3D game development**.

WORK EXPERIENCE

- April 2021 - March 2022
FREELANCE 3D ARTIST
 - Created the storyboards, 3D models, and animations for **Singapore International School of Bangkok**.
 - Created 3D product mockups for **Coolab Concept Studio**.
 - Created 3D models and renderings for **OneZo Tapioca** - Antipolo Branch.
- September 2019 - November 2020
FREELANCE GRAPHIC ARTIST
 - Created menus, promotional materials, and posters for **Kyla and Blanche**.
- November 2019 - March 2020
STUDENT INTERN IN QUALITY ASSURANCE DEPARTMENT
 - Encoded and organized files, spreadsheets, and reports for **Ashford Pharmaceutical Laboratories Inc.**

EDUCATION

- 2021 - Present
CIIT College of Arts and Technology
 - Bachelor of Science in Entertainment and Multimedia Computing

KEY PROJECTS

- "Sudoku Showdown!" (2024)**
 - Independently developed** a 3D couch party game inspired by Sudoku using Unity 3D and C#. Implemented backtracking and local multiplayer functionalities.
- "Interweave" (2023)**
 - Modeled and textured all 3D assets** utilizing Blender, Photoshop, Substance Painter, and Unity for a collaborative horror VR game project inspired by the CIIT college campus.
- "Mistake" (2023)**
 - Lead developer and programmer** for a collaborative 3D story-based game project. Designed 3D map models and developed event branching mechanics.

ACHIEVEMENTS

- Consistent Dean's Lister, CIIT College of Arts and Technology (2021 - Present)**
 - Holder of 3 Gold weave, 1 silver weave, and 7 dean's lister awards.
- Gawad Inabel CIITzen Trailblazer Award (2024)**
 - Developed a web application prototype "CIIT's Sales Handling for Organizations Portal".
- Media Recognition: Featured 3D Artist (2022)**
 - Featured as a 3D artist on **ABS-CBN's KBYN** national TV show and in the **Philippine Star** publication with artwork titled "Almusal".
- First Place in TechnoOlympics: Code Wars, JSMJC Acadaymia Code Wars (2019)**
 - Interscholar coding competition.
- "Pansin" - Best in Short Film, Cinematography, Visual Effects, Sound, and Editing, ARES THEATRUM of ACADAYMIA YEAR 3 (2019)**
 - Responsible for filming, directing, and editing.

SOFT SKILLS

- Attention to detail
- Problem-solving
- Collaboration
- Creativity
- Time management
- Adaptability and flexibility
- Receptive to feedback

TECHNICAL SKILLS

- Game Development:** Unity, C#
- 3D & Art:** Blender, Maya, Photoshop, Illustrator, Substance Painter
- Web Development:** HTML, CSS, JavaScript, PHP, MySQL
- Office Tools:** Google Suite, Microsoft Office Suite, Canva
- Additional:** Figma, Premiere Pro, Git, Fusion 2

LINKS

LinkedIn:
www.linkedin.com/in/nateflorendo

Portfolio:
neytism.github.io

Github:
www.github.com/neytism

REFERENCES

Joevi Adrian Oroceo

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Time Instructor

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Rodolfo Lopez

Former SMHS Marketing Officer and
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