



NATE JUSTINE M. FLORENDO

UNITY GAME DEVELOPER AND MULTIMEDIA ARTIST



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PROFILE

Passionate game developer and multimedia artist with 5 years of experience in using Unity and C# programming, backed by 5 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 craft rich, interactive game experiences, with demonstrated ability in both 2D and 3D game development.

WORK EXPERIENCE

September 2025 - December 2025

STUDENT INTERN IN GAME DEVELOPMENT DEPARTMENT

- Developed new feature, fixed bugs, created assets for a live mobile game for **Mindlink Games Philippines Inc.**
- Collaborated with developers using version control and task tracking tools.

April 2021 - March 2022

FREELANCE 3D ARTIST

- Created the storyboards, 3D models, and animations for **Singapore International School of Bangkok.**
- Developed 3D product mockups for **Coolab Concept Studio.**
- Designed 3D models and renderings for **OneZo Tapioca** - Antipolo Branch.

September 2019 - November 2020

FREELANCE GRAPHIC ARTIST

- Designed menus, promotional materials, and posters for **Kyla and Blanche.**

EDUCATION

2021 - 2025

CIIT College of Arts and Technology

- Bachelor of Science in Entertainment and Multimedia Computing

KEY PROJECTS

"ST:AIN" (2025)

- Lead developer, sole programmer, 3D artist, UI artist, and animator** for a collaborative 3D third-person game project. Implemented intuitive code for level designers.

"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 - 2025)

- Consistently achieved Dean's List honors, demonstrating academic excellence in Entertainment and Multimedia Computing.

Gawad Inabel CIITzen Trailblazer Award (2024)

- Developed "CIIT's Sales Handling for Organizations Portal," a web application prototype using web development skills.

1st Place, TechnoOlympics: Code Wars (2019)

- Won an interschool coding competition, highlighting problem-solving abilities and coding proficiency.

"Pansin" - Award-Winning Short Film (2019)

- Received awards for Best Short Film, Cinematography, Visual Effects, Sound, and Editing, demonstrating skills in visual storytelling and post-production.

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

Senior Game Developer and
Part Time Instructor

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Rodolfo Lopez

Former SMHS Marketing Officer and
Artisan Guild Adviser/Trainer

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Nicole Kyle T. De Leon

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