

# Nate Justine M. Florendo

Game Developer and Multimedia Artist

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## Profile

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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.

## Skills

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**Technical:** Unity, C#, Blender, Maya, Photoshop, Illustrator, Substance Painter, HTML, CSS, JavaScript, PHP, MySQL

**Soft:** Attention to detail, Problem-solving, Collaboration, Creativity, Time Management, Adaptability & flexibility, Receptive to feedback

**Language:** Tagalog, English

## Work Experience

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### Mindlink Games Philippines Inc.

Student intern in Game Development Department

September 2025 – December 2025

- Developed new game feature using Unity and C# for a live mobile game.
- Fixed gameplay and UI bugs to improve user experience.
- Collaborated with the graphics department in creating 2D assets.
- Collaborated with developers and designers using Git and Trello.

### Singapore International School of Bangkok

Freelance 3D Artist

March 2022 – July 2022

- Created the storyboards, 3D models, and animations for booths used at events.

### Coolab Concepts Studio

Freelance 3D Artist

February 2022 – August 2022

- Created the 3D mockups of client products.

### One Zo Tapioca - Antipolo

Freelance 3D Artist

April 2022 – May 2022

- Created 3D renderings for on-site posters.

### Kyla and Blanche

Freelance Graphic Artist

September 2019 – November 2020

- Responsible for producing illustrations for menus, promotional materials, and posters.

### Ashford Pharmaceutical Laboratories Inc.

Student Intern in Quality Assurance Department

November 2019 – March 2020

- Encoded information in the company's database in Microsoft Excel.
- Sorted and organized files, spreadsheets, and reports.

### The Tagline Group

Freelance Editor, Photographer, and Videographer

April 2019 – July 2019

- Responsible for the production of publication materials and event coverage.

## Education

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### Tertiary

CIIT College of Arts and Technology

2021 - 2026

- Bachelor of Science in Entertainment and Multimedia Computing, GPA: 3.82

### Secondary

Sumulong Memorial High School

2014 - 2020

- High School Diploma in TVL-ICT

### Primary

Our Lady of Peace School

2008 – 2014

## Leadership Experience

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### Organization Head Artist, Junior Artisan Guild of SMHS

2018 - 2020

- Led the Junior Artisan guild in collaboration with the organization instructor and other organization officers.
- Provided guidance and mentorship to junior members, helping them develop their skills and confidence in their abilities.

**Graphics Chief and Photography Chief, SMHS SHS Student Council** 2018 - 2020  
• Collaborated with council members to align visual communications with student council goals.  
• Mentored junior members in photography and graphic design.

**Class president Grade 9 to Grade 12, SMHS JHS and SHS** 2016 - 2020  
• Led and guided the class during activities and events. Maintaining classroom order and discipline in the absence of instructors.

## Key Projects

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**"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 functionality.

**"Cup-It!"** 2024  
• **Independently developed** a full mobile arcade casual game based on the party game "Beer Pong".

**"Bare Minimum Pool Game"** 2024  
• **Independently developed** a 3D pool game made with Unity. Challenge project to only utilize Unity's physics system.

**"Interweave"** 2023  
• **Modeled and textured all 3D assets** utilizing Blender 3D, Photoshop, Substance Painter, and Unity for a collaborative horror VR game project inspired by the CIIT College of Arts and Technology 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

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**Best BSEMC Capstone Project, CIIT College of Arts and Technology** 2025  
• Led the development of "ST:AIN", a 3D third-person collaborative game for PC and mobile addressing Solid Waste Management issues through gameplay and narrative.

**Consistent Dean's Lister, CIIT College of Arts and Technology** 2021 - 2025  
• Holder of 3 Gold weave, 1 silver weave, and 7 dean's lister award. Demonstrating academic excellence in Entertainment and Multimedia Computing.

**Gawad Inabel CIITzen Trailblazer Award** 2024  
• Developed a web application prototype "CIIT's Sales Handling for Organizations Portal"

**Featured Artist, ABS-CBN's Kbyn** 2022  
• Featured in a National TV Show as a featured artist, showcasing 3D skills.

**Featured Artwork, Philippine Star** 2022  
• Featured 3D artwork titled "Almusul" on a publication material from Philippine Star.

**Graduated with Honors and Recognition for Artisan Guild, SMHS SHS** 2020  
• Graduated Senior High School with honors

**First Placer in TechnoOlympics: Code Wars 2019, JSMJC Acadaymia Code Wars** 2019  
• Won an interschool coding competition, highlighting problem-solving abilities and coding proficiency.

**"Pansin" – Award-Winning Shortfilm** 2019  
• Received awards for Best Short Film, Cinematography, Visual Effects, Sound, and Editing, demonstrating skills in visual storytelling and post-production.

**Champion in Megaminds of Acadaymia 2018: Peers to Pride, SMHS Quiz bee 2018** 2018  
• Contributed as a team member to win a quiz bee, showcasing teamwork and knowledge.

**Moved up with Honors and Proficiency Award in Arts, SMHS JHS** 2018  
• Moved up from junior high school with Honors