NATE JUSTINE M. FLORENDO

GAME DEVELOPER AND MULTIMEDIA ARTIST

Antipolo City, Rizal, Philippines

+63 XXX XXX XXXX

nateflorendo@gmail.com

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
+63 XXX XXX XXXX
adrian.oroceo@ciit.edu.ph

Rodolfo Lopez
Former SMHS Marketing Officer and Artisan Guild Adviser/Trainer
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Nicole Kyle T. De Leon
Game Developer and Multimedia Designer
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nicolekyle.deleon@gmail.com

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**.
- 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**.

November 2019 - March 2020
STUDENT INTERN IN QUALITY ASSURANCE DEPARTMENT
- Encoded and organized files, spreadsheets, and reports for **Ashford Pharmaceutical Laboratories Inc.**

EDUCATION

2021 - 2025
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 - 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.

Media Recognition: Featured 3D Artist (2022)
- Recognized on ABS-CBN and in the PhilStar for 3D artwork, showcasing artistic 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.