KYLE LEO ABELGAS

Email: kyleabelgas@gmail.com
Contact: +63 995-972-5015 / +63 976 289 4242
Address: 7, Taas, Gloria 2 Subdivision,
          Tandang Sora, Quezon City,
          Metro Manila, Philippines, 1116

https://www.linkedin.com/in/kyle-leo-abelgas/

To widen my knowledge and develop my skills
in the field of game development and use it for
the development of the company.

EDUCATION

B.S. in Entertainment and Multimedia Computing
Specialization in Game Development
CIIT College of Arts and Technology
94 Kamuning Rd, Diliman, Quezon City, 1103 Metro Manila
2019 - 2024

Senior High School
Technological Institute of the Philippines
938 Aurora Blvd, Cubao, Quezon City, 1109 Metro Manila
2017 - 2019

TECHNICAL SKILLS

Programming Languages: C# (Advance), Typescript (Intermediate), Javascript (Intermediate), HTML (Novice), CSS (Novice), C++ (Novice), Java (Novice)

Softwares: Unity (Advance), Phaser 3 (Intermediate), VS Community (Intermediate), VS Code (Intermediate), Github (Intermediate), Sourcetree (Intermediate), Trello (Intermediate), nodeJS (Intermediate), Asana (Novice), AWS (Novice), WinSCP (Novice), Audacity (Novice)

PROJECTS

Below The Line: Living with Minimum Wage | Capstone Project
November 26, 2022 to May 2, 2023

• Created and produced a Full Game Prototype of a budget management simulator that includes various mechanics such as event-based buttons, object dragging minigames, and money management system using the Unity Game Engine with C# Programming Language.
• Engineered the front-end and back-end of the game, performed debugging from start to finish, and polished the game.

Gravity Knight | Game Programming 3 Project
June 6, 2022 to July 21, 2022

• Collaborated with a team of 3 and produced a Full Game Prototype of a 2D puzzle platformer game with multiple mechanics including changing gravity direction, pickable objects, various contraptions like laser and wind funnels, and an enemy AI while using the Unity Game Engine with C# Programming Language.
• Managed the division of tasks among 3 members and engineered most of the mechanics and performed various tests and debugging, and showed a weekly progress report to our professor.

PROFESSIONAL EXPERIENCES

Game Developer Intern | Taktyl Studios Inc. | WFH
June 23, 2023 to November 21, 2023

• Improved and engineered a total of 15 indie hyper casual game projects, improved 12 existing game projects and developed 3 new game projects, with 9 of them having been released.
• Communicated actively with Game Designers, Game Artists, and fellow developers producing high quality games and attended peer review meetings presenting and showcasing the progress of the projects.