



Kyle Leo Abelgas

Unity Game Developer

Education

BS Entertainment and Multimedia Computing
Specialization in Game Development
CIIT College of Arts and Technology
2019 - 2024

Contacts

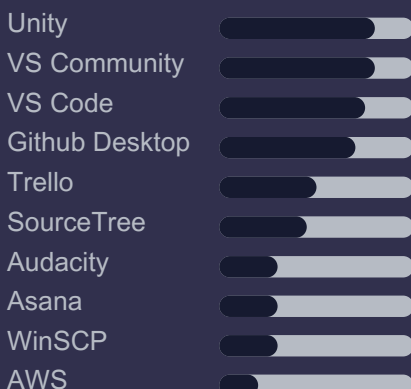
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Technical Skills

Programming Languages



Softwares



Project Experiences

Below The Line | Capstone Project

November 2022 - May 2023

- Developed and crafted a comprehensive game prototype for a budget management simulator, integrating game mechanics such as event-triggered buttons, interactive object dragging minigames, and a money management system. Utilized the Unity Game Engine and C# Programming Language to bring this immersive gaming experience to life.
- Led the engineering efforts for both the front-end and back-end components of the game, navigating the development process from debugging to final polish, ensuring an engaging user experience.

Gravity Knight | Game Programming 3 Project

June 2022 - July 2022

- Led a team of three in conceptualizing and developing a robust full game prototype for an engaging 2D puzzle platformer. The game showcased intricate mechanics such as dynamic gravity shifts, interactive pickable objects, diverse contraptions like lasers and wind funnels, and an advanced enemy AI, all crafted using the Unity Game Engine with C# Programming Language.
- In addition to steering task allocation within the team, I developed most key game mechanics. My responsibilities extended to rigorous testing, debugging, and ensuring functionality.

Work Experiences

Game Developer Intern | Taktyl Studios Inc.

June 2023 - November 2023

- Enhanced and polished a portfolio of 12 existing indie hyper-casual game projects, while also assigned to the development of 3 new creations for an indie hyper-casual game collection website. This involved meticulous optimization of the UI, refining game mechanics, addressing bugs, and overall enhancing the gaming experience. All these efforts were undertaken with a keen focus on upholding the consistent branding of the website.
- Maintained an open and collaborative communication channel with various departments, including Game Designers, Game Artists, and fellow Game Developers. Attended regular meetings and peer reviews to ensure the high-quality output of each project by actively listening to feedback and implementing valuable insights.