

# John Patrick Quintos

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## EDUCATION

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### STI College Caloocan

*Bachelor of Science in Information Technology*

South Caloocan, Metro Manila

*Aug. 2019 – Present*

## EXPERIENCE

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### Web Developer Intern

*Lifestyle Luxury Travel Corporation*

Feb. 2023 – June 2023

*West Avenue, QC*

- Led the development of a front-end website using WordPress, HTML, CSS, and JavaScript
- Managed a team throughout the development process, ensuring efficient collaboration and timely project delivery
- Regularly communicated with the IT Supervisor, providing progress updates, discussing project milestones, and presenting comprehensive reports.

### Solo Indie Game Developer

*Jon Quin*

Aug. 2022 – Present

- Successfully conceptualized, developed, and published a full game independently
- Demonstrated proficiency in various aspects of game development, including programming, art, design, and sound
- Implemented innovative gameplay mechanics and engaging storylines to create an immersive player experience
- Accept and fulfill individual client commissions for game development, delivering customized solutions to meet their specific needs and preferences

## PROJECTS

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### Lifestyletravel.ph | Wordpress, HTML, CSS, Javascript, Elementor

Feb. 2023 – June 2023

- Took a leadership role in developing a front-end website for the company using WordPress, HTML, CSS, Elementor, and JavaScript
- Managed a team throughout the development process, fostering effective collaboration and ensuring the timely delivery of the project.

### ARIS: AR Interactive Storybook (Capstone Project) | Unity3D, C#, Git

Jul. 2022 – Dec. 202

- Led the development team, writing codes using C# to implement augmented reality (AR) technology for a storybook on the mobile platform using Unity3D and Vuforia
- Collaborated closely with the team to incorporate animations, sound effects, and other elements to enhance the AR environment
- Conducted comprehensive testing, debugging, and optimization of the C code to ensure seamless AR functionality and a user-friendly experience

### Horned Struggler | Unity, C#, Aseprite, Git

Jan. 2023 – Present

- Developed the end-to-end process of a standalone 2D pixel art game, incorporating open-world exploration, procedurally generated environments, and RPG mechanics
- Used industry-standard game development tools and frameworks, such as Unity and C#, to create an immersive gaming experience with seamless navigation and dynamic gameplay elements
- Successfully published the game on itch.io and actively strategizing for a wider release on popular mobile app stores to reach a broader audience
- Ensured continuous updates and patches for the game post-release, addressing player feedback, implementing new features, and resolving any bugs or issues to provide an enhanced gaming experience

## TECHNICAL SKILLS

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**Languages:** C#, HTML/CSS, JavaScript, SQL

**Frameworks:** Unity, .NET Framework, WordPress

**Developer Tools:** Git, VS Code, Visual Studio