PAUL JOEL D. PEREZ

Computer Science Student | Aspiring Software Engineer | Makati, PH
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SUMMARY

Incoming Computer Science student with a strong interest in game development, seeking hands-on experience. Passionate about programming and creative problem-solving.

EDUCATION

Bachelor of Science in Computer Science   **Present**
Mapúa University Makati   Makati, PH
- Relevant Coursework: Advanced Computer Network & Programming, Software Engineer

Senior High School Diploma - STEM Track   **Graduated Apr 2025**
Saint Francis School   Manila, PH
- Valedictorian, Class of 2025
- Student President, SSLG Student Government
- Relevant Coursework: ICT, C++ Programming, Pre-Calculus

ACADEMIC & PERSONAL PROJECTS

Independent Game Project (LUDUM DARE 53)   **Mar 2025 - Present**
- Designing and coding original games using Unity Game Engine and Visual Studio Code
- Self-studying programming concepts, game mechanics, and UI/UX fundamentals
- Participated in Ludum Dare
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ORGANIZATIONS & EXPERIENCE

Student President   **S.Y. 2024 - 2025**
Saint Francis School Sta. Ana - SSLG Student Government   Manila, PH
- Led school-wide events and initiatives to improve student engagement and school facilities
- Oversaw operations and managed student events, outreach programs, fundraisers and assemblies
- Strengthened leadership, communication, and conflict-resolution skills through team coordination

IT & Printing Operations Intern (80-Hour OJT Practicum)   **Nov 2024 - Jan 2025**
TJRS Computer Shop   Manila, PH
- Managed a 22-computer network and assisted customers with basic services and transactions
- Operated various printing services, including standard prints, PVC IDs, lamination, and light editing
- Contributed to shop visibility through signage and observed operations for workflow improvement

CERTIFICATIONS & AWARDS

- Valedictorian, Saint Francis School, April 2025
- High Honors, Saint Francis School, S.Y. 2024–2025
- High Honors, Saint Francis School, S.Y. 2023–2024

SKILLS & INTERESTS

Software & Tools: Microsoft Office Suite, Google Workspace, Unity Game Engine, Visual Studio Code
Technical Skills: C#, C++, HTML, Game Design Fundamentals, 110 WPM Typing Speed
Interpersonal Skills: Communication, Public Speaking, Leadership, Self-Learning, Attention to Detail
Languages: English (Fluent), Filipino (Basic comprehension only)
Fields of Interest: Creative and Technical Writing, Video Games, Chess, Basketball