



RYAN V. VALENCIA

Game Developer & Backend Developer

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📍 Bacolod City, Philippines

👤 About me

Hello! I am Ryan V. Valencia, a 21-year-old aspiring Game Developer and Backend Developer based in Bacolod City, Philippines. I specialize in game development using Python, C++, and C#, and I am also skilled in leveraging tools and platforms such as Unity, Unreal Engine, RenderDoc, Blender, Adobe Photoshop, Adobe Premiere, Aseprite and DaVinci Resolve 20 to create engaging and polished projects. Beyond the virtual space, I am an active individual who enjoys marathon runs, hiking, painting, and beyblading.

📖 Education

Bachelor of Science in Information Technology, STI West Negros University **June 2023 - Present**

Senior Highschool, STI West Negros University **June 2020 - August 2022**

Science, Technology, Engineering, & Mathematics (STEM) — With High Honors (2020-2022)
2nd Place Research Colloquium (2022)
Best Lead Actor and Promotional Video Production (2022)

Junior Highschool, STI West Negros University **June 2016 - March 2020**

With Honors(2017-2020)
Non-Commissioned officer — 2nd Platoon Sergeant (2019-2020)
Loyalty, Commitment and Leadership Award (2020)
United Nations Day — Quiz Bee Champion (2019)

Elementary, Asuncion L. Lizares Elementary School **June 2011 - March 2016**

Boy Scout of the Philippines (BSP) Member

💼 Work Experience

FromSoftware Inc. **October 2023 - December 2023**

Concept Artist Trainee

Square Enix Holdings Co. **February 2024 - October 2024**

Game Designer Trainee

LiteDev **April 2025 - Present**

Junior Engine Programmer

🛠 Skills

- Backend Development
- Frontend Development
- Game Development
- Graphics Design
- 3D Modeling
- Traditional and Digital Drawing
- Photo and Video Editing
- Tutoring ability
- Good at Time Management
- Can speak and write proper Japanese