JEROME M. FABELLA
GAME DEVELOPER

CONTACT

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📍 Camarines Sur, Naga City

🌐 https://sites.google.com/astean.biscast.edu.ph/freshmeatstudio/home?authuser=0

SKILLS

- Game Design Skills
- Game Engines: Unity, GDevelop
- Teamwork
- Time Management
- Programming Unity C#
- 3D Art Tools: Maya 2025 (Basic Models)
- Critical Thinking & Fast Learn
- 2D Art Tools: Piskel

LANGUAGES

- English (Basic)
- Filipino
- Bicol (Fluent)

REFERENCES

Joenhel Arcilla, MIT

Capstone Coordinator

Email : jcarcilla@astean.biscast.edu.ph

Mark M. Montero, MCGA

OJT Coordinator

Email : mrmontero@astean.biscast.edu.ph

PROFILE

A dedicated and creative student Game Developer from Bicol State College of Applied Sciences and Technology with hands-on experience in Unity and GDevelop. Passionate about game design, indie game development, and pixel art, and eager to contribute to a development team through an internship while learning industry-level practices.

EXPERIENCE

PERSONAL PROJECTS

- Created and designed multiple 2D and 3D games using Unity and C#.
- Developed gameplay systems, player controls, and level mechanics.
- Worked on game visuals, UI, and simple animations.
- Collaborated with a team to develop 2D and 3D games.

GLOBE GO GAMING 2025

- Attending Master Class

ACHIEVEMENTS

GLOBE GO GAMING 2025

Top 12 Finalist (Solo Team)

CASTLE OF SECRETS - ANURA DEFENDER

MYTHIC BICOL GAME JAM 2025

Ranked 5th (Solo Team)

MYTH DEFENDER

YOUNG CREATIVES CHALLENGE 2025

TOP 30 Semi Finalist (Group Team) Sound Designer

MANGPAPATO

EDUCATION

Bicol State College of Applied Sciences and Technology | 2021-2026
- Bachelor of Science Entertainment Multimedia and Computing Major in Game Development (BSEMC - GD).
- 4th Year College