

Ron Lester Crisostomo

Personal Info

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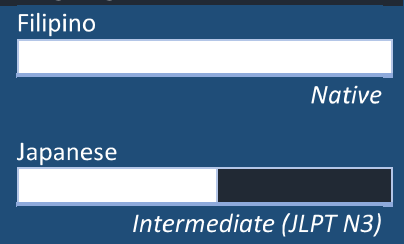
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Portfolio
roncrisostomo.github.io

Technical Skills



Languages



6 years of experience developing games using Unity and C#

Experience

- Dec 2017 - present** **Game Developer**
Freelance for Mega Cat Studios
- Took over a 250+ script codebase (excluding third-party scripts) from previous developer
 - Improved loading speeds by 200% by breaking up resource loading into smaller batches
- May 2015 - present** **Game Developer**
Freelance via Upwork
- Developed 7 games for iOS and Android in a 2-man team
 - Implemented face detection and speech recognition in 2 mobile games
 - Integrated social features like Twitter and Facebook sharing, achievements and leaderboards
 - Halved build size and improved loading speeds by 200% by optimizing high-res images and sounds
- May 2012 – April 2015** **Game Developer**
Skillshot Labs, mobile game startup
- Developed 7 games for iOS and Android with game designer and artist in Japan (online collaboration) in 1- to 2-month dev cycles
 - Promoted to Team Lead in early 2013; managed 4 junior programmers, gave code reviews and performance evaluations
 - Designed 100 levels for a mobile puzzle game in 3 weeks; QA for 11 other in-house mobile games
 - Managed a prototyping team of 1 programmer and 1 artist for a mobile strategy game project, while simultaneously handling the network backed for online multiplayer

Education

- June 2007 – April 2012** **University of the Philippines Diliman**
- B.S. in Electronics and Communications Engineering
 - Undergraduate project: Closed-captioning system for Filipino news broadcasts
 - Automated the collection and organization of 200 hours of audio data using bash scripts
 - Developed a system that provides closed-captions for Filipino news in real time using CMU Sphinx

Projects

- Jan 2018 – current** **Bite the Bullet**
- 2D platformer shooter for PC and console [in development]
- Dec 2017 – Jan 2018** **Sitten Kitten**
- NES game designed for cats to play on a controller mat
- Sept 2016 – Jan 2017** **Visit Mendocino: A Hidden Object Adventure**
- Hidden object mobile game featuring scenic locations in Mendocino County, California
 - Developed in collaboration with the Mendocino County Tourism Commission
- Sept 2015 – Oct 2015** **Roady Cross**
- Mobile game based on a certain similar-sounding game, developed in two-man indie team