

# Ron Lester Crisostomo

## Personal Info

### Address

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Metro Manila  
Philippines

### Phone

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### E-mail

rlcrisostomo06@gmail.com

### Portfolio

roncrisostomo.github.io

### Profiles

linkedin.com/in/ron-lester-crisostomo  
github.com/roncrisostomo

## Technical Skills

### Proficient in:

Unity	Git
C#	Visual Studio

### Prior experience in:

Python	Java
C/C++	Assembly
HTML/CSS	SVN

## Languages

English: *Fluent*  
Filipino: *Native*  
Japanese: *JLPT N3*

## Unity and C# programmer with 7 years of experience in game development

### Experience

**Dec 2017 - present**

#### Game Developer

*Freelance for Mega Cat Studios*

- Designed dialogue system with branching support for NPC interactions and quests
- Implemented AI, collision, and animation systems for enemies and multiphase bosses
- 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; mentored 4 junior programmers, gave code reviews and performance evaluations
- Designed 100 levels for a mobile puzzle game in 3 weeks
- Handled QA for 11 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 backend 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