# Ron Lester Crisostomo

## Personal Info

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**Profiles**
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## 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*

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**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
- Designed and 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; 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 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