Raphael Salandanan

Tanauan City, Batangas
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https://rysalandanan.itch.io/

PROFILE

An avid gamer with enthusiasm for games and how they are made. I am self-driven, independent and have a passion for learning.

EXPERIENCE

Blamorama Games
- Game Programming Intern (September 2024 – Present)

- Responsible for developing key features such as coloring/painting mechanic.
- Integrated Firebase SDKs such as Analytics and Remote Configuration.
- Implemented In App Purchases for Google Play Store

EDUCATION

De La Salle Lipa

Bachelor of Science in Computer Science

- Candidate, Best Thesis for Game Development, 2023
- Third Honor Awardee, Second Semester, 2020 -2021

SKILLS

Unity, C#, Game Development, Scripting, Tilemaps, UI, 2D Character Animation, Unity Animator Tool, Github, OOP, PlayFab, 2D Rigging, Firebase Analytics and Remote Configuration.

PRACTICUM

PCI TECH CENTER

Intramuros Manila
May 05, 2023 - June 30, 2023 (324 hours)

- Developed three (3) educational video games (2D)