

# Raphael Salandanan

Tanauan City, Batangas

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<https://rysalandanan.itch.io/>

## PROFILE

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

## EXPERIENCE

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### Blamorama Games | Sep 2024 – Feb 2025

Game Programming Intern

- 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

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### 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

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

## PRACTICUM

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### PCI Tech Center | May 2023 - June 2023

Game Programming Intern

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