

Raphael Salandanan

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PROFILE

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

EXPERIENCE

Thesis : Pocket Wonders 2D

A 2D side scrolling game developed using Unity Engine and C# as its programming language. It revolves around the Filipino culture and tradition, with a goal to educate its players and incorporate the values learned in their daily lives.

I am in charge of developing features of the game such as:

- UI panels and functionalities
- Respawn function
- Save and Load function using PlayerPrefs
- NPC Interaction System
- Health / Lives system
- Level design using tilemap

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.

SEMINARS ATTENDED

- Ethical Hacking 101 (June 2022)
- Dataversity: Data Science Analytics Webinar (May 2022)

PRACTICUM

PCI TECH CENTER

Intramuros Manila

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

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