Clayne Cezclark Nable

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Summary

Motivated and detail-oriented Computer Engineering undergraduate with hands-on experience in project management, mobile and game development seeking an OJT opportunity. Proficient in Unity and Flutter, with solid programming skills in C, C#, and Dart. Experienced in working with SQL and Microsoft Access databases. Proven leadership in multiple group projects, with strong communication skills in English and ongoing self-study in Japanese. Passionate about learning and building innovative solutions through technology.

Project Experience

Whaloo (Flutter) | *Feb 2025 – Present*

Project Manager / Backend Developer

- Spearheaded the development of a mobile student productivity app, focused on enhancing study habits and planner.
- Developed and maintained the backend ensuring reliable data storage and smooth user experience.
- Built backend features including local data storage and file sharing via Gmail, with support for importing shared data back into the app.

Tek-Trails (Unity)| *Jun 2024 – Jul 2024*

Project Manager / Game Designer & Developer

- Led the development of a Unity-based virtual life simulation game, similar to Pou, focused on controlling a human character. Initially built for desktop, with plans to transition to mobile platform.
- Designed and developed mini-games, including a *Flappy Bird* clone, a waste-sorting game (bio, non-bio, recyclable), and a food drop challenge.
- Implemented a flashcard learning system with full CRUD functionality (Create, Read, Update, Delete), enhancing educational aspects of the game.
- Managed a small team, ensuring smooth coordination across design, coding, and testing phases.

Witch In Lake (Unity)| *Feb 2024 – May 2024*

Game Designer & Developer

- Developed a farming simulator game inspired by *Stardew Valley*, focusing on farming, resource management, and community-building gameplay.
- Designed and implemented core gameplay mechanics such as planting, harvesting, and interacting & gifting with NPCs.
- Utilized non-original assets for educational purposes, focusing on game development, mechanics, and user experience.

Skills

C, C#, Dart, SQL, Arduino Flutter, Unity, Time management, Computer literacy, Data analysis skills, Communication skills, Documentation review, Flexibility, Adaptability, Teamwork.

Education

Bachelor of Science in Computer Engineering (BSCPE)
Cebu Institute of Technology | Expected Graduation: May, 2026

Senior High School Graduate with High Honors
Tuyan National High School STEM | S.Y 2021-2022

Junior High School Graduate with Honors
Naga National High School STEM | S.Y 2019-2020