Sean Ken Cedric Legara

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Software Engineer. Game Developer.

Experience

Indie Game Booth Presenter
DevelUP

📅 Jun '23   📍 SMX Convention Center, Pasay

- Reproduced an **improved version of Heavenly Hatdogs** to enhance retention and player satisfaction for the given demographic.
- Presented Heavenly Hatdogs along with a diverse selection of 4 other games, guiding players through their exploration.
- Cultivated a welcoming and approachable atmosphere **to foster new connections** through open-minded communication and genuine enthusiasm for gaming and game development.

Education

University of the Philippines - Diliman

📅 Aug '21 — Present   📍 Quezon City

- B.S. Computer Science
- Magna Cum Laude standing (GWA 1.66)
- DOST Merit Scholar

PAREF Southridge School

📅 Apr '15 — Jun '21   📍 Alabang

- Afternoon School Scholar

Skills

C   ●●●●●
Python   ●●●●○
SQL   ●●●○○
Git   ●●●○○
Typescript   ●●○○○
React   ●●○○○
Typst   ●○○○○

Interests

- Video Games
- Music

Projects

RollCall

- Teamed up with 4 coursemates to build a software application to handle class attendance via QR code scanning.
- Spearheaded backend development via Supabase.
- Assisted in the frontend integration of the database and its interactability.
- Utilized Agile methodology, communicating transparently to the team and the client.

Odyssey

- Volunteered with a committee of 12 to visualize and create a game themed around the two houses in PAREF Southridge, as part of an annual event.
- Programmed the fighting scenes, including sounds, animation, UI, and team assets in 1 to 2 weeks of continuous crunch.
- Produced using RPG Maker MV after learning from scratch on-demand.

Itigil Ang Kasal!

- Collaborated with 3 fellow applicants to design a video game for the applicants game jam in DevelUP.
- Built the functional protoype within 12 hours, making use of assets contributed by the team.

Game Jam Games

- Developed within 7-day game jams in DevelUP.
- Synthesized the game ideas to tailor to given themes and constraints.
- Published the games on itch.io, crafting dedicated pages for each project.

See *Heavenly Hatdogs* and *U Only Get One Ball*.

Open-Source Mods Contributions in Stardew Valley

- Resurrected abandoned mods which were incompatible with the newest game and modding API updates.
- Enhanced user experience by refining UI elements and existing features.
- Supported the modding community by reuploading and crediting the revitalized mods.

See *More Multiplayer Info* and *Quick Responses*.

SSRB Discord Bot

- Engineered a Discord bot capable of responding to specific keywords and dynamically updating channel names to display status.