Sean Ken Cedric Legara

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Software Developer. Game Developer. Gamer.
Driven and collaborative developer with a passion for creating innovative solutions. Experienced in contributing to diverse projects while always being dedicated to fun and fruitful learning.

Experience

Indie Game Booth Presenter
DevelUP + CONQuest2023

📅 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 4 other games**, guiding players through their exploration.
- Cultivated a welcoming and approachable atmosphere **to foster new connections** through open-minded discussion 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 1.7)
- DOST Merit Scholar

Technical Skills

Programming Languages

C	●●●●●
C#	●●●○○
Python	●●●○○
Typescript / Javascript	●●●○○

Front-end Development

React (Ionic | Native)	●●●○○
Svelte & Sveltekit	●●●○○

Back-end Development

MySQL / PostgreSQL	●●●○○
Supabase	●●●○○

Other Tools

Git / GitHub	●●●●○

Soft Skills

- Flexibility
- Effective Communication
- Continuous Improvement
- Receptive to Feedback
- Problem-solving

Projects

Metrocycle 2.0 — ◯

📅 Aug '24 — Present ✂ Unity 3D, C#

- Developed the UI/UX and educational scope of an existing software Metrocycle based on relevant literatures, exisitng data, and comments.

FLCD eLaan — ◯

📅 Jul — Aug '24 ✂ Svelte, PostgreSQL

- Fullstack development using Svelte and SvelteKit, while learning from scratch on-demand

RollCall — ◯

📅 Feb — Jun '24 ✂ Ionic React (tsx), MySQL

- **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.

Labuddy — ◯

📅 Feb — Jun '24 ✂ React-Native (js), MySQL

- **Collaborated with a team of 5** coursemates to engineer a hardware device showcasing *Internet of Things* (IoT) technology.
- Led backend development using Supabase, focusing on **security** and seemlessness.
- Contributed majorly to the frontend integration.
- Presented the project in a *Dragon's Den*-style pitch.

Video Games

📅 Feb '21 — Dec '24 ✂ RPG Maker MV, Unity, C#

- Developed within 7-day game jams in DevelUP.
  - ‣ See *U Only Get One Ball* & *Heavenly Hatdogs* — ⊞
- **Volunteered with a committee of 12** to visualize and create a game themed around an annual event.
  - ‣ See *Odyssey* — 🔗
- **Collaborated with 3 fellow applicants** to design and make a themed game within 12 hours.
  - ‣ See *Itigil Ang Kasal!* — ⊞
- Teamed up with a coursemate to develop a game over the duration of a game development course.