Cedric Legara — Game Developer

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Summary

Unity game developer experienced in building and publishing complete titles, specializing in gameplay systems, physics, and player experience. Strong background in rapid prototyping through game jams, enabling fast iteration from concept to playable builds. Proven ability to learn large existing codebases, ship production-ready mobile games, and present projects at public conventions and academic venues.

Projects

Road-safety Mobile Game (Metrocycle 2.0)   Aug 2024 — Jul 2025
Team of 3 | Thesis, Git Version Control, Unity3d, C#, Android

- Collaborated with 2 teammates to expand Metrocycle, a motorcycle road-safety game originally built for web
- Defined development goals by identifying gaps and pain points through research and brainstorming
- Took ownership of a large existing Unity codebase and learned its architecture independently, refactoring core systems for scalability, maintainability, and stability
- Led Android porting effort, restoring broken systems and optimizing performance for mobile devices
- Engineered a centralized localization system supporting multi-language educational content
- Implemented gameplay systems including weather particle effects, avatar customization, and modular minigame framework
- Redesigned UI/UX for accessibility and clarity, improving user comprehension of road safety mechanics
- Co-managed development workflow, documentation, and version control practices within the team
- Presented the project at the Workshop on Computation: Theory and Practice 2025, Hokkaido, Japan

Endless Runner Puzzle Game (involuntary: Odd-One-Out)   Apr 2025 — Jun 2025
Google Play Store, Ad Integration, Unity3d, C#, Android

- Designed and developed an endless word-based runner game from concept to release
- Integrated monetization systems using IronSource and Unity Ads, configuring reward, bannner, and interstitial ad flows
- Conducted closed beta testing with 10+ external testers and iterated on gameplay balance and UX feedback
- Successfully published and maintained the game on Google Play Store

Narrative-driven Adventure Game (Life as a Marites)   Jan 2025 — Jun 2025
Team of 2 | Itch-IO, Textmesh Pro, Unity Version Control, Unity3d, C#, Windows

- Built a 3D narrative-driven adventure game inspired by Filipino "Marites" or gossiping culture
- Programmed all gameplay systems including dialogue flow, branching choices, scoring logic, and text presentation systems
- Implemented UI and interaction systems using TextMeshPro for dynamic dialogue rendering
- Collaborated with a designer to structure branching narratives and player decision consequences

Time-Manipulation Puzzle Platformer (heavenly hatdogs)   Apr 2022 — May 2022
itch.io, Game Jam, Unity3d, C#, Windows/Mac

- Developed a 3D time-manipulation puzzle platformer focused on physics-based gameplay
- Implemented a custom player controller handling gravity, slope movement, grounded states, and double jump mechanics
- Iterated the project from a short game jam prototype into a polished convention-ready demo
- Showcased and presented at the game and anime convention ConQuest 2023, engaging directly with players and gathering usability feedback

Skills

- **Programming Languages:** C#, C, Python, TypeScript, JavaScript
- **Game Development:** Unity 3D, Gameplay Programming, Physics Systems, Mobile Optimization, Windows & Android Platform
- **Development Practices:** Version Control (Git, GitHub, Unity Version Control / PlasticSCM), Agile Methodology, Documentation
- **Publishing Tech:** Google Play Store, itch.io, Ad Integration (IronSource, Unity Ads)
- **Soft Skills:** Flexibility, Effective Communication, Continuous Improvement, Receptive to Feedback, Problem-solving

Education

Bachelor of Science in Computer Science   Aug 2022 — Jul 2026
University of the Philippines - Diliman

- GWA of 1.68, Cum Laude equivalent
- DOST Merit Scholar