

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 1.66)
- DOST Merit Scholar

PAREF Southridge School

📅 Apr '15 — Jun '21 📍 Alabang

- Afternoon School Scholar

Technical Skills

Programming Languages

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

Front-end Development

React (Ionic Native)	● ● ● ● ●
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Back-end Development

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

Other tools / IDEs

VS Code / Community	● ● ● ● ●
Git / GitHub	● ● ● ● ●

Soft Skills

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

Projects

RollCall — 🎮

📅 Present 🎮 Ionic React (tsx), GitHub

- **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 — 🎮

📅 Present 🎮 React-Native (js), GitHub

- **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 seamlessness.
- Contributed majorly to the frontend integration.
- Presented the project in a *Dragon's Den* style pitch.

Odyssey — 🎮

📅 Feb — Mar '21 🎮 RPG Maker MV

- **Volunteered with a committee of 12** to visualize and create a game themed around the two houses of 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 game engine **after learning from scratch on-demand**.

Itigil Ang Kasal! — 🎮

📅 Nov — Dec '21 🎮 Unity 2D, C#

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

Game Jam Games

📅 Apr '22 + Nov '23 🎮 Unity 3D, C#

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

See [U Only Get One Ball](#) and [Heavenly Hatdogs](#) — 🎮