

RAFAEL LUIS L. EVANGELISTA

Game Developer

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<https://usesplash.github.io/>

Innovative Game Developer and recent Cum Laude graduate from Ateneo de Manila University, specializing in Computer Science and Digital Game Design & Development. Proficient in C++, C#, and Python, with a focus on game design principles and development. Demonstrated leadership through active participation in extracurricular activities. Developed an educational 2D top-down stealth game showcasing advanced gameplay mechanics and meticulous project execution. Eager to leverage technical expertise and a passion for game development in collaborative environments.

Education

2019—2023

Ateneo de Manila University,

Katipunan Ave, Quezon City

Bachelors in Science for Computer Science

Cumulative QPI: 3.51 (Cum Laude)

2023—2024

Ateneo de Manila University,

Katipunan Ave, Quezon City

Bachelors in Science for Digital Game Design & Development

Relevant coursework

- **Mathematics and Applied Computing:**
 - Applied Calculus for Science and Engineering I & II
 - Computational Geometry and Vector Analysis
- **Game Development and Design:**
 - Introduction to the Design and Development of Computer Games
 - Guided Studies in Genre-Specific Game Development
 - Linear Algebra for Games Programming
 - Game Studies: An Interdisciplinary Introduction
 - PC and Console Game Development I & II
 - Advanced Computer Graphics Theory and Programming
 - Special Topics in Game Design and Development: Designing Educational Escape Rooms
- **Programming and Software Engineering:**
 - Information Management
 - Computer Graphics Programming
 - Guided Studies in JavaScript Development
 - Special Topics in Software Engineering: Android Development
- **Artificial Intelligence:**
 - Introduction to Artificial Intelligence
- **Animation and Modeling:**
 - 3D Animation and Modeling
- **Graphic and Interactive Design:**
 - Design Practice: Graphic Design Practice

Extracurricular activities and achievements

- Dean's List all semesters (2019-2024)
- Member, and performer for the Contemporary A cappella Singers Association of the Ateneo (2022-2024)
- Vice President of Finance for the Contemporary A cappella Singers Association of the Ateneo (2023-2024)
- Member of Website Management team for OrSem 2022 'Tindig' (2022)
- Head of External Affairs for BlueHacks 2019 (2019)

Relevant Experience

Pixel Dungeon (Unity 3D)

- Developed a prototype for a 3D isometric combat-oriented dungeon explorer.
- Scripted AI behaviors using Unity C# scripts to create state machines for various enemy types, enhancing gameplay diversity and facilitating easier feature updates.

Physics Engine for Side-Scrolling Platformer (C using raylib library)

- Created a C#-based physics engine for a side-scrolling platformer game.
- Implemented custom sprites, slingshot mechanics, and realistic bounce physics for enhanced gameplay.

Biringan the Phantom City (2022—2024)

- Designed and developed an educational 2D top-down stealth game aimed at teaching players about creatures from Philippine mythology.
- Researched and implemented effective methods for integrating Philippine mythology into gameplay mechanics.
- Scripted AI behaviors using Unity C# scripts to create state machines for various enemy types, enhancing gameplay diversity and facilitating easier feature updates.
- Integrated A* Pathfinding and other open-source packages to refine core gameplay mechanics, ensuring an optimized player experience.

Skills

- Game design and development
- Game engine proficiency (e.g., Unity, and OpenGL)
- Programming languages (e.g., C++, C#, Python)
- Drafting game design documents
- Gameplay Mechanics Implementation
- Basic 3D modeling and animation
- Basic Texturing and UV mapping

Competencies

- Debugging and optimization
- Database management
- Version control systems (e.g., Git)
- Problem-solving and critical thinking
- Adaptability and continuous learning
- Communication and interpersonal skills
- Attention to Detail and Quality Orientation