

PEARLY BRUNO

GAME ENGINEER + LEVEL DESIGNER

CAREER OBJECTIVE

Aspiring Game Developer with skills in designing game mechanics, developing scripts, and creating game assets. Strong understanding of game design principles and experience working collaboratively with team members. Seeking a challenging game development role to apply and enhance my skills in creating engaging game experiences.

CORE COMPETENCIES

- **Project Management:** Proficient in project management techniques and tools, including Agile and Scrum methodologies. *Certified in Google Project Management.*
- **User Experience Design:** Skilled in designing user-centered interfaces and experiences. *Certified in Google UX Design.*
- **Game Design and Development:** Proficient in game design principles and development tools, including Unity and Unreal Engine.
- **Technical Writing:** Ability to write clear and concise technical documentation, including API documentation, user manuals, and design specifications.
- **Collaboration and Communication:** Effective communicator with strong collaboration skills, experienced in working in team environments.

CONTACT

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- 🌐 pearlybruno.com

EDUCATION

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Bachelor of Science in Computer Science
City College of Angeles | Pampanga
Expected Graduation: July 2023

SOFTWARE PROFICIENCY

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- **Game engines:** Unity, Unreal
- **Programming languages:** C#, C++, Python
- **Front-end development:** HTML, CSS, JavaScript, ReactJS
- **Back-end development:** Node.js, Express, MongoDB, Mongoose, Firebase
- **Design software:** Photoshop, Illustrator, Blender, Adobe XD, Figma
- **Prototyping and collaboration tools:** InVision, Maze
- **Productivity software:** Google Suite, Trello, Microsoft Office

TRAININGS

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JavaScript Programming
Bayan Academy | April 2023
Drafting using AutoCad
Bayan Academy | February 2023
Backend Website Development
Bayan Academy | November 2022