Reden Valerio *Student, Freelance Developer*

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Profile

A student passionate in Computer Programming and Game Design. Highly motivated in developing systems and tools for solving real world problems and enhancing quality of life.

Professional Experience

Freelance Developer, *Self-Employed*
Developed gameplay/graphics in Unity3D
Developed CRUD desktop apps in Java and C#
Developed web scraping tools in Python

Projects - Game Development

Ash, A Catashtropic Experience, *Lead Developer*
6-months long game project for fine-arts thesis made with Unity3D published on Windows and Android

Skills

Computer Programming   ● ● ● ● ○
C#, Python, C/C++, CG/HLSL, Java, JavaScript, HTML/CSS, SQL, Rust

Graphics Design   ● ● ● ○ ○
Photoshop, Adobe XD, Illustrator, Aseprite, GIMP, Paint.NET, Canva

3D Modelling   ● ● ● ● ○
Blender3D, MagicaVoxel, Maya

Video Editing   ● ● ○ ○ ○
Adobe Premiere

Software

Unity 3D, Godot, Unreal Engine, Blender3D, Aseprite, MagicaVoxel, Cascadeur, Adobe Photoshop, Adobe XD, Adobe Premiere, Adobe Illustrator, Paint.Net, GIMP, Krita, Paint Tool SAI, Visual Studio, Visual Studio Code, Rider, Vim/Nvim, Audacity, NES-Famicon Tracker, SFXR, BFXR, Etc...

Education

2019 – present	**Bachelor of Science In Information and Technology,** *Bulacan State University*
2017 – 2019	**IT in Mobile Application and Web Development,** *STI College Malolos* Graduated with Honors, STI Pride, Clusters Champion
2008 – 2017	**Elementary - Junior High School,** *Holy Infant School* Top student

Awards

2019	**Mobile App Development Clusters Champion,** *STI College Malolos*
2019	**STI Pride,** *STI College Malolos*
2018	**Mobile App Development Clusters Champion,** *STI College Malolos*

Interests

Prototyping Games, Building tools, Learning new tech, Reading, Playing video games