

# Vinz Myko Del Rosario

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## Skills

- Strong organisational and product management abilities
- Experience in Jira, Trello softwares and SCRUM agile methodology
- Extremely open to new practises/way of thinking, eager to learn
- Experienced in making games in C++, C# and python, PC literate
- Strong understanding of software engineering workflow
- Good self-reflective workflow for self-improvement

## Experience

Group Leadership, Management and Production Skills (University Final Year Module)  
[2021- 2022]:

- Produced for a developer team of 10 (remote), consisting of engineers, 2D/3D artists and designers
- Produced an 80's inspired arcade game, close interaction to client

## Education

University of Portsmouth (2019 - 2022)

BA (Hons) Video Game Producer

- Dissertation Topic: Evolution of Cryptocurrency and the future of blockchain games

The Sixth Form College Farnborough (2015 - 2017)

- A Levels: Computer Science (C), Physics (B), Mathematics (B)

All Hallows Catholic School (2010 - 2015)

- GCSE's: 9 A\* - B including Maths, English, Science, ICT

## About Me

I am a calm, inquisitive person who deeply focuses on self reflection and personal growth. In my free time I enjoy making video games and reading non-fiction books that piqued my interest at the time.