REYNALDO GOROY

INFORMATION TECHNOLOGY

Technological Institute of the Philippines (TIP) Q

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CAREER OBJECTIVE

Highly motivated and results-oriented Programmer with a strong foundation in front-end and back-end development, game development, and database management. Seeking a challenging role in a dynamic organization where I can contribute my skills and grow professionally.

DESIGN PROJECT COMPLETED/ RESEARCH

PAMANA: A 3D Game for Exploring Philippines? Heritage Using Dijkstra Algorithm.

Pamana is an educational Android game developed in Unity, utilizing C# as the primary programming language. The game immerses players in the rich cultural heritage of the Philippines through interactive storytelling, 3D exploration, and mini games like jigsaw puzzles, quizzes, and word searches. It incorporates Dijkstra's algorithm for efficient pathfinding, enabling seamless navigation for players and NPCs across dynamic maps. By blending technology, gameplay, and cultural education, PAMANA aims to promote awareness and appreciation of the Philippines? history and traditions in an engaging and interactive way.

ON-THE-JOB TRAINING/ PRACTICUM/ INTERNSHIP EXPERIENCE

- On job Training-System Developer National Development Company
 6, 7, & 8F, NDC Building, 116 Tordesillas, Ma September 01, 2023 - June 07, 2024
 - o Designed and developed a Service Record System, resulting in a 15% reduction in manual data entry time.
 - o Created a Task Management System to streamline workflow and improve team efficiency.
 - o Developed two websites to enhance the company's online presence, leading to a 20% increase in website traffic.
 - Gathered requirements, designed, coded, tested, and integrated systems, demonstrating strong project management and problem-solving skills.

KNOWLEDGE, SKILLS AND ATTITUDE

Technical Skills

• Programming Languages: C#, JavaScript, HTML, CSS

• Front-End Frameworks: React

• Back-End Technologies: MySQL, Node.js (Optional, if you have experience)

Game Development: Unity, C#Design Tools: Figma, Adobe XD

OTHER SKILLS

- · Problem-solving
- · Critical thinking
- Communication (written and verbal)
- Teamwork
- Time management
- Adaptability

REFERENCES

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