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#### PROJECTS\_

# SkyShot: (UE4 Networked Game)

Producer

www.skyshotgame.com

May 2016 - May 2017

- Scheduled sprints for a year long production on 22 person team
- Produced an Excel task tracking system for SCRUM development
- Oversaw 3 member QA team, tracked issue statuses through BugZilla

# **Duck Hunters (UE4 Game)**

Producer, Engineer

Jan 2017 - May 2017

- Customized sprints for 3 developers using AGILE and Trello
- Implemented first person shooting, game manager, and health system

# Year of the Tiger (Unity 4 Game)

Lead Engineer, Project Manager, Lead Artist

Jan 2016 - May 2016

- Coordinated 2 developers and 2 external creatives using AGILE
- Programmed combat, collision detection, game manager, UI, health system
- Designed and animated 3 characters with idle, attack, and entrances

# Hair Raiser (Board Game)

Lead Game Designer, Project Manager

Aug 2014 - Jan 2015

- Coordinated user play tests and evaluated user feedback for polish
- Developed sprint goals from pre-production to release
- Monitored tasks and created burn-down charts in Excel

#### LEADERSHIP \_\_\_

## Southern California Pilipino American Student Alliance

Chairperson

May 2015 - Aug 2016

- Chaired an alliance of 30 Pilipino-American collegiate student organizations
- Built leadership conference with 600+ attendees plus vendors and press
- Established partnerships with community, private, non-profit organizations

## **USC Troy Philippines**

President

Jan 2014 - May 2015

Spearheaded an executive board of 17 officers for a 80 member organization

- Restructured exec board and updated mission and vision statements
- Implemented event feedback and iteration system

## **EXPERIENCE**

#### **USC Transportation Fuel Station**

Attendant

Aug 2015 - Jan 2018

• Assisted with conversion to a digital cloud database in Excel

#### **EDUCATION**

# **University of Southern** California,

Bachelor of Science in Computer Science (Games)

Graduated: May 2018

## SKILLS\_

# **Software & Tools**

Unity 2D/3D Unreal Editor GameMaker Visual Studio

Perforce **Eclipse** 

Atom Git

SourceTree Maya 2016

Trello Photoshop

### Languages

C++C#

HTML5 Java CSS3 Python PHP **Javascript** 

MySQL

## INTERESTS\_

**Dungeons and Dragons** 5th Edition DM **Esports**