ALFRED

Game Developer

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PROFILE

Experienced game developer with over 5 years of combined freelance, indie, and company experience. Proficient in Unity and knowledgeable in Unreal Engine. Proven skills in programming, game design, and project management. Successfully delivered various projects in collaboration with clients. Committed to staying up-to-date with the latest industry trends and continuously improving skills. Passionate about game development and driven to create exceptional games that not only entertain but also leave players with a sense of wonder and fulfillment.

WORK EXPERIENCE

GAME DEVELOPER

Taktyl Studios | May 2022 - June 2023 | Taguig, PH

- Worked on a multiplayer sandbox game using Unity and Photon Fusion.
- Architectured efficient and reusable systems.
- Improved memory management of a game by implementing the Addressable Asset System.
- Worked on core features and systems of a casual couch co-op indie game using Unreal Engine 5.
- Worked on major features and combat systems of an action RPG indie game prototype using Unreal Engine 5.

FREELANCE AND INDIE GAME DEVELOPER

~2017 - May 2022 | Remote - Makati, PH

- Collaborated with the clients for the specification needed for their games.
- Developed various 3D and 2D games on different platforms, including PC and mobile.
- Worked on different aspects of game development, such as programming, game design, level design, UI/UX design, and ad monetization.
- Worked on different genres, such as casual games, platformers, strategy games, word games, educational games etc.
- Created a game trailer and posters utilizing Unity Cinemachine, Unity Recorder, Adobe Premiere Pro, and Photoshop.

PORTFOLIO HIGHLIGHTS

[CLASSIFIED PROJECT] (2023)

Taktyl Studios | Unreal Engine 5

- Worked on various aspects of the combat systems and various other unique systems and mechanics. Set up the physics asset for the character's hair and cloth. Modified existing Niagara VFX asset. Implemented the in-game/pause menu using UMG.

SLINGSHOT DEFENSE (2021)

Horologium Studios | Unity

- Single-handedly developed a unique tower defense game where players strategically launch their units onto the field using a slingshot. Featured in VirtualSEA's 2022 list of the most anticipated games from the Philippines.

EDUCATION

MAPÚA UNIVERSITY

2012 - 2016

333 Sen. Gil J. Puyat Ave, Makati City, Philippines
Completed 125 credits toward B.Sc. in Information Systems

SKILLS

- Unity
- Unreal Engine 5
- Photon Engine
- Git
- Adobe Suite

LANGUAGE

- English
- Filipino