Cecile Reine Cabrera
GAME DEVELOPER

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SKILLS

Core competencies

PROGRAMMING.	Problem solver, has keen attention to detail, writes clean lines of code, responsible, patient, and practices understandable naming conventions.
ANALYTICAL.	Breaking problems into smaller parts. Objective and fact-based.
COLLABORATION.	Communicates and cooperates effectively with a team. Takes initiative.
ACHIEVER.	Has a strong drive. Takes immense satisfaction in being productive.
ART.	Studied art fundamentals. Graphic design, animation, basic 3D modeling.
LEARNER.	Easily adaptive and motivated. Great desire to continuously improve.
ORGANIZATION.	Excellent documentation and organizational skills.

Programming Languages C#, C/C++, JavaScript/Typescript

Other frameworks NPM, Webpack, PIXI.js (js rendering library), Semantic UI (web frontend)

Softwares

DEVELOPMENT.	Unity3D Game Engine (9 years) + Photon Quantum (multiplayer engine)
VERSION CONTROL.	GIT - GitHub, BitBucket, Fork/SourceTree, SVN -TortoiseSVN, Unity VC
VISUALS.	Adobe Illustrator, Adobe Photoshop, Autodesk Maya
AUDIO/VIDEO.	Pro Tools, Audacity, Sony Sound Forge, Cyberlink Power Director

JOB EXPERIENCE

January 2024 — Present
KAP Games — Senior Game Developer
Description: Co-led the development of Captain and Company, a multiplayer web3 game using Unity3D and Photon Quantum.

March 2021— August 2023
Kumu Inc. — Game Developer
Description: Developed various aspects of UBE: Virtual Hangout app for Android and iOS along with an unreleased multiplayer game using Unity3D and Photon Quantum.

June 2018 — January 2021
Spiralworks Technologies — Game Developer
Description: Developed several video slot machine games for desktop and mobile devices using HTML5, Typescript/Javascript, and other JS libraries.

July 2016 — May 2018
Xurpas Inc. — Game Developer
Description: Developed various aspects of casual video games on Android using Unity3D.

September 2015 — December 2015
Quickfire Games — Game Developer Intern
Description: Assisted in the development of Wild Season for the whole duration of the internship. Main tasks include assisting in the development of the story branch of the game, and other various tasks. Game was developed using Unity3D.

EDUCATION

2012 — 2016
De La Salle-College of Saint Benilde — Metro Manila, Philippines
Bachelor of Science in Information Technology with specialization in Game Design and Development (Cum Laude: CGPA 3.534)

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PORTFOLIO

Unity Certified Developer (2016-2018)
#201610UCD1023

PROJECT EXPERIENCE

Captain and Company (2024 - present) — KAP Games
Description: Implement and maintain gameplay systems in Unity and Photon Quantum. Develop deterministic simulation logic, connect the game client to backend endpoints. Deployment and continuous support of a live multiplayer game.

UBE: Virtual Hangout (2023) — Kumu Inc.
Description: A 3D virtual hangout app for Android and iOS. Main tasks include matchmaking, virtual gifts, firebase authentication, screen flow, and other various tasks.

GAMEPLAY INTERACTIVE - Online Video Slot Machines (2018 - 2021) — Spiralworks Inc.
Slot Games: Gem Forest, Alchemist's Spell, Space Neon, Panda Warrior, Captain Rabbit Cosmic Boost, Lunar Legends, Angry Bees, Elf Surprise Jackpot, Sacred Clash

La Luna Sangre (2017) — Xurpas Inc.
Description: A 2D epic endless beat 'em up game for Android. Worked on enemy AI/Behavior. Responsible for implementing environment animations as well as some HUD/UI.

FPJ's Ang Probinsyano (2017) — Xurpas Inc.
Description: A 2D endless runner game for Android, and has over one million installs on the Google Play Store. Worked mostly on UI, game screens and shop, as well as some game sound implementations.

Empire of Pink VR (2017) — Xurpas Inc.
Description: A fun coin collecting virtual reality game. Worked on visual effects and sounds. Responsible for level layout and environment art integration.

Face to Phase (2016) — 2nd Capstone Project
Awards: ICT Best Story/Narrative, Best Educational Game
Description: A 2D puzzle adventure game following the story of Materna and her form/phase switching imaginary friend, Mimi.

WATT We Do (2015) — Global Game Jam (GGJ) 2015 in Benilde
Awards: 2nd place Judges' Choice (GGJ)
Description: A complex game of pong wherein the ball changes into a random primary or secondary color when successfully hit by one of the three paddles sharing the same color.

ONLINE PORTFOLIO cecilecabrera.com

CAREER HIGHLIGHTS

GameKa Na Ba? The Architecture and Design of the Gaming World — January 24, 2019
University of the Philippines, Diliman, Quezon City — Metro Manila, Philippines
SPEAKER   Invited by the **United Architects of the Philippines Student Auxiliary - University of the Philippines Diliman Chapter (UAPSA-UPD)** as a guest-speaker. Presented an introduction to game development and the Philippine game development industry for Architecture and Design students. The presentation highlights potential career opportunities for architecture graduates, the state of the local industry, as well as the basic workflow for video game development.

COMSSO Unity Tutorial — March 2, 2017
University of the East, Manila City — Metro Manila, Philippines
SPEAKER   Invited by the University's **Computer Students Society** as a guest-speaker. Presented an "Introduction to Unity3D and game development" workshop for Computer Science majors. The workshop highlighted the basic workflow in Unity, including a basic and simple recreation of the game **Flappy Bird.**

Unite Singapore 2016 — October 2-3, 2016
Sands Expo and Convention Centre at Marina Bay Sands — Singapore
PARTICIPANT Attended the Southeast Asian leg of Unite, a 2 day conference organized by Unity, as a Xurpas Inc. representative. Also had the opportunity to take the Unity Certified Developer exam in the same event.