Railee Darrel A. Traballo

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SUMMARY

I specialize in designing and implementing game mechanics in Unity, focusing on bringing interactive systems to life and ensuring they work cohesively. I enjoy creating engaging and responsive gameplay experiences, from core mechanics to interconnected systems. I also have a passion for creating visually striking experiences, often exploring shaders and procedural techniques to enhance aesthetics.

SKILLS

C#, Unity, Java, JavaScript, C++, Shaders (GLSL, HLSL), Git

WORK EXPERIENCE

Commission on Population and Development   **Mar 2024 - Jul 2024**
IT Intern   *Mandaluyong City, Philippines*

- Maintained and updated the agency's website.
- Performed employee data validation in the agency's MIS
- Implemented website enhancements using WordPress, HTML, and CSS.
- Assisted in the creation and editing of technical documents, reports, and presentations.
- Developed and updated diagrams and flowcharts to support project documentation.

PROJECTS

A Byte-Sized Museum   **Aug 2023 - Jun 2024**
Lead Programmer and Game Designer

- A Game-Based Learning application designed to teach introductory computer programming concepts that utilizes procedural generation techniques for level design.
- Developed as a 3D game for my Thesis.

Water Simulation   **Nov 2023 - Nov 2024**
Programmer

- Experimented with different shader languages and technologies to attempt to simulate a body of water
- Made a simple version using Unity and HSLS
- Expanded upon the first version using Three.js with JavaScript and GLSL

Pokemon Battle System Clone   **Jun 2024 - Jul 2024**
Developer

- A personal project aiming to recreate Pokemon's Battle System. Mainly focusing on Generation 1 mechanics.

Scatter   **Jan 2024 - Jan 2024**
Lead Programmer

- An RTS game where survival depends on real-time resource scavenging, mirroring real-life scenarios.
- Developed in a span of 2 weeks for a Game Jam.

Genetic Algorithm for Solving a Multiple Variable Combinatorial Optimization Problem   **Dec 2022 - Jan 2023**
Developer, Researcher

- A Python-based program using a Genetic Algorithm to solve a multi-variable combinatorial optimization problem.
- Made alongside a research manuscript of the same title as a final project for my Discrete Structures 2 course.

PCDefender   **Apr 2023 - Apr 2023**
Game Design and Lead Programmer

- A Tower Defense game where you play as a computer's Antivirus Software defending against waves of virus attacks.
- Developed in 5 days for a Hackathon hosted by my University.

EDUCATION

University of Makati   **Jul 2020 - Aug 2024**
Bachelor of Science in Computer Science Application Development Track