



DESMOND RYEL O. NADELA

BS Information Technology

with Specialization in Animation and Game Development

Objective

I am seeking an internship as a Game Developer to apply my skills in programming, game design, 2D and 3D models, digital illustration and video editing, while utilizing my strong communication, organizational, and planning abilities to support the company's goals.

Accomplished Projects

- *MinaTamis*: A 3D Filipino Dessert Simulator Game for PC | **Co-Programmer, AI & Gameplay Programmer, UI Developer**
- *Bricks*: A fast-paced, touch-controlled arcade brick-breaking game | **Lead Developer, Game Designer**
- *Hollow Maze*: A mini horror maze game inspired by Pac-Man | **Lead Developer, AI & Gameplay Programmer**
- *Galactic Force*: A single-player space shooter game | **Co-Programmer, Enemy & UI Programmer**
- *Lucid*: A surreal 3D adventure game with physics-driven challenges | **AI & Enemy Programmer, Player Movement & UI Developer**

Education

BS in Information Technology with Specialization in Animation and Game Development (BSIT AGD)

FEU Alabang
Filinvest City, Muntinlupa, 1781 Metro Manila
Expected Graduation - 2026

Senior High School

FEU Alabang
Filinvest City, Muntinlupa, 1781 Metro Manila
2016 - 2020

Personal Information

Address : B3 L90 Euro St. Summerhill Phase 3 Molino 4, Bacoor, Cavite
Mobile : +639453191694
E-mail : ryelnadela@gmail.com
Birthday : February 24, 2004
Father : Rodel C. Nadela
Mother : Myraflor O. Nadela

Hardware and Software Proficiency

Adobe Premier
Adobe Photoshop
Adobe Illustrator
Adobe Lightroom
Davinci Resolve
Unity
C#
C++
Python
CSS
JavaScript
Java
PHP

Certifications

Cisco Networking Certified:
2024
Maya Certified User:
2025

Organizations

Member, Junior Philippine Computer Society | 2024 – Present

Other Interests

Gaming
Sports
Singing
Anime and Manga

