

Cloe Angelica D. Gorgonio

Game Development Student

Taking a degree specializing in game development whilst also taking additional load in data science, an all-round game programmer and developer capable of tackling issues big and small. Experience includes development using the Unity game engine to create games for Windows and Android, Phaser and JavaScript for browser games and web applications, and HTML/CSS for basic web development. My capabilities range from bug fixes, feature implementation, to system development, all of which can be done solo or in a team.

Projects

Rise of the Red Moon (2025)

A 2.5D battle royale that involves gathering allies before battling when the “Red Moon” appears.

Contributions include the implementation of the “ally” AI, multiplayer game hosting, lobbying, and joining with Photon for Unity, and player controls.

Corporate Rocket (2024)

A board game that involves gathering points in order to get promoted to the highest company position.

A solo project which involves work in its conceptualization, development, design.

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Education

BS in Entertainment and
Multimedia Computing
with specialization in Game
Development (Minor in
Data Science)

iACADEMY — 2023-Present

Senior High School
(Software Development)

iACADEMY — 2021-2023

Skills

Problem-solving Abilities

Adaptability

Creativity

Organization

Innovation

Cooperation

Team Player

Tools & Software

Visual Studio

Unity