KYLE ASUNCION

GAME DEVELOPER

CONTACT

📞 +65 96945705

✉️ kyleasuncion221@gmail.com

🌐 https://kulurc.github.io/portfolio/

EDUCATION

2024 - Current
SINGAPORE INSTITUTE OF TECHNOLOGY UNIVERSITY (SIT)

- Degree in Computer Science in Interactive Media and Game Development

2019 - 2021
NGEE ANN POLYTECHNIC

- Diploma in Immersive Media & Game Design

SKILLS

- C Language
- C++ Language
- C# Language
- Unity Engine
- Godot Game Engine

LANGUAGES

- English (Fluent)
- Tagalog (Fluent)

PROFILE

I gained an interest in game design from my diploma course, Immersive Media and Game Design in Ngee Ann Polytechnic, and started developing and producing more experiences upon graduating. I am always looking for new opportunities to grow my skill set and gain experience.

WORK EXPERIENCE

Hiverlab
Creative Intern — 2021 - 2022

- Assisted in developing backend and frontend systems for clients using the in-house CloudExpo engine.
- Produced and implemented the User Interface according to the client's requirements and improved user experience.

Freelance
Game Artist — 2021 - 2021

- Developed game-ready 3D assets according to the client's specifications.
- Retained client due to high quality service and product.

HIGHLIGHT PROJECTS

Hungry Lamu — 2022

- An independently developed horror game featuring an innovative gameplay shift from 2D to 3D in the Unity Game Engine.
- The game has reached over 200,000 plays and has been played by multiple content creators.
- Developed with knowledge of the upcoming trends in the space, receiving high impression rates.

Semongrel — 2023

- An independently developed turn-based role-playing game with 2.5D graphics in the Unity Game Engine.
- Developed a turn-based combat system within the engine with a robust skill system allowing easy customization.
- Garnered over 17,000 plays and high impression rates.