



Kyle Leo Abelgas

Unity Game Developer

Contacts

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Project Experiences

Below The Line | Capstone Project
November 2022 - May 2023

- Developed a comprehensive game prototype for a budget management simulator, integrating features like event-triggered buttons, interactive object dragging mini-games, and a money management system using Unity and C#.
- Led engineering efforts for both front-end and back-end components, guiding the development process from debugging to final polish to ensure a captivating user experience for the immersive gaming project.

Gravity Knight | Game Programming 3 Project
June 2022 - July 2022

- Led a team of three to conceptualize and develop a full game prototype for a 2D puzzle platformer using the Unity Game Engine and C# Programming Language.
- Showcased intricate mechanics including dynamic gravity shifts, interactive pickable objects, diverse contraptions (lasers, wind funnels), and an advanced enemy AI.
- Managed task allocation, played a key role in developing major game mechanics, and oversaw rigorous testing, debugging, and ensuring overall functionality.

Work Experiences

Game Developer Intern | Taktyl Studios Inc.
June 2023 - November 2023

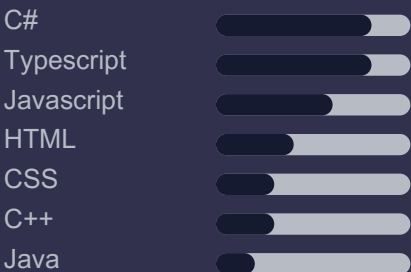
- Enhanced and polished a portfolio of 12 existing indie hypercasual game projects for a game collection website.
- Developed 3 new hypercasual games, focusing on UI optimization, refining game mechanics, bug fixing, and overall improving the gaming experience.
- Maintained open communication with different departments, attending regular meetings and peer reviews to ensure high-quality output, incorporating valuable feedback from Game Designers, Game Artists, and fellow Game Developers.

Education

BS Entertainment and Multimedia Computing
Specialization in Game Development
CIIT College of Arts and Technology
2019 - 2024

Technical Skills

Programming Languages



Softwares

