

DHAN CHRISTIAN D. BRIONES

Game Developer

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Portfolio: <https://dhancgameportfolio.netlify.app/>

PROFESSIONAL SUMMARY:

Game Development graduate with hands-on experience building polished 2D, 3D, and multiplayer games. Proficient in C# and Unity with a strong foundation in programming, version control, and dynamic UI systems. Proven collaborator across cross-disciplinary teams, designing mechanics, managing assets, and implementing optimized gameplay. Seeking a full-time role to build and ship high-quality games.

WORK EXPERIENCE

Pixel Fusion Academy (PFA)

Feb 2026 – June 2026

Role: Programmer (Intern)

- Engineered responsive UI interaction systems, including dynamic menus with full gamepad navigation, real-time HUD elements, and player feedback loops to optimize UX.
- Developed shared-screen local multiplayer for up to 2 players, implementing independent controller input mappings and adaptive camera framing.
- Implemented networked multiplayer with native controller support using a client-server architecture, successfully managing data synchronization, latency mitigation, and session state.

PROJECTS & EXPERIENCE

Road Ready (Capstone Project)

Aug 2024 – Mar 2025

Role: Game Designer, Level Designer, Programmer, 3D Modeler | PC | Unity

- Conceptualized and balanced an educational driving simulation, integrating an LTO road sign system with a "Virtual Instructor" NPC that provides real-time feedback to players.
- Sculpted a 5km² open-world terrain and populated it with 50+ 3D assets (buildings, trees, road props) to create challenging, progressive driving routes that test knowledge of Philippine traffic laws.
- Engineered a dynamic game UI and car and levels selection system in Unity, while modeling 3D vehicles and environmental assets to maximize immersion and replayability.

SoulRage

Sep 2024 – Oct 2024

Role: Solo Developer | Mobile (Android) | Unity

- Managed end-to-end production of a mobile action game, from initial concept to a final, optimized APK build.
- Engineered core gameplay loops, responsive mobile touch controls, and enemy AI behavior using Finite State Machines within Unity's C# environment.

EDUCATION:

Bachelor of Science in Entertainment and Multimedia Computing

2022 – 2026

Bicol State College of Applied Science and Technology

- Major in Game Development
- Focus Areas: Gameplay Programming, Interactive Level Design, UI Implementation, and Mechanics Scripting.

TESDA National Certificate II Holder

2019 – 2020

- Certifications:** Computer System Servicing NC II Holder

TECHNICAL SKILLS

- Game Engines:** Unity
- Programming:** C#, C++, JavaScript, HTML, CSS
- Tools & Software:** Visual Studio, GitHub, Photoshop, Maya, Blender
- Platforms:** PC, Mobile (Android), Gamepad/Controller Support