



# REY M. ORONOS, JR.

**Game Developer | MSE – Computer Engineering**

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## OBJECTIVE

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To participate in a challenging work environment that will widen my skill set and let me gain more knowledge through experiences.

## SKILLS AND PRACTICES

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### Game Development

- Unity
- Unreal Engine 4 and 5
- Unreal Engine for Fortnite
- Godot

### Programming Languages

- C#, C, C++
- Python
- Verilog
- Java

### Other Applications

- Github, Sourcetree
- Arduino
- Articy Draft
- Fritzing, Circuit Wizard
- AutoCAD

## WORK EXPERIENCES

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### UEFN Game Developer

Good Morning Games | January 2025 – March 2025

- Developed maps and game mechanics using Unreal Engine for Fortnite (UEFN) with Verse programming.
- Backrooms Drift
  - Designed and developed multiple map areas for this driving sandbox project: Maze Time Trial, Pillar Pits, Backrooms Pool Area, Red Hallway.
- PVP Box Fight
  - Developed a PvP box fight map, implementing various hero skills inspired by trending Fortnite box fights.

### Game Developer, Arduino Programmer, IT Specialist

LightUpToys | June 2023 – December 2024

- IAPPA 2025
  - Served as the main programmer of fixtures and system functionality.
  - Developed a system to connect third-party games and application to hardware via microcontrollers.
- NYTF 2024
  - Lead game developer, development of 6 arcade type mini-games to be presented at the Game Expo.
- Luigi Backpack concept
  - Developed and programmed a backpack with a vacuum prototype inspired by Luigi's Mansion game.
- Weather in a Bottle concept
  - Created interactive weather scenarios inside a cylindrical glass for designated button triggers.
- Research and development of Kinect-based games via Unity.
- Developed various toy and game prototypes for industry expos.
- Handled multiple IT-related tasks, including hardware support and troubleshooting.

## **Game Developer**

Polywick Graphics Ph. | March 2022 – September 2022

- Action RPG Concept
  - Developed a prototype inspired by Diablo III.
  - Developed different modules for the concept: Login system using PlayFab, character creation and selection, and Quest system.
- Unity Fighting Game
  - Developed a fighting game using Unity Fighting Engine
  - Character move set implementation
- Designed and created various game prototypes, drafts and concepts, and ad-hoc tasks.

## **Instructor I**

Polytechnic University of the Philippines – Paranaque | June 2018 – October 2022

- Handled various 1<sup>st</sup> to 5<sup>th</sup>-year Computer Engineering subjects as a part-time faculty member.
- Served as the Computer Engineering Organization Adviser.
- Thesis Adviser to multiple research groups.

## **IT Specialist / Software Developer**

Forecasting and Planning Technologies, Inc. | May 2018 – July 2018

- Member of the Human Resource Department development team, focusing on software solutions for HR operations.

## **EDUCATION**

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### **Masters of Science in Engineering – Computer Engineering**

Polytechnic University of the Philippines – Graduate School | November 2018 – Present

- Thesis II and Research presentation

## **Bachelors of Science in Computer Engineering**

Polytechnic University of the Philippines | June 2013 – May 2018

### **REFERENCES**

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#### **Arvin R. De la Cruz, PCpE, PhD**

Thesis Adviser | Polytechnic University of the Philippines

- Professor I
- Chief, GS Research and Extension Office
- Chief, OUS Center for Research and Extension Office
- Program Chairperson, MS Computer Engineering Coordinator, PUP DOST-SEI Project STRAND-N

#### **Christopher Walka**

Owner, Lead Developer | Good Morning Games

#### **Eric Tipon**

Software and Electronics, IT Manager | LightUpToys

#### **Dir. Aaron Vito Baygan**

Former Campus Director | Polytechnic University of the Philippines – Paranaque

### **LINKS**

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[SirReyyy](#) | [in/reymoronosjr](#) | [github/SirReyyy](#)