

# Shann Ayle Martinez

(+63) 9262458264 · shannayle@gmail.com · shannmartinez.journoportfolio.com  
Blk 26 Lot 4 Birch St, Kingsville Hills Subd., Antipolo City, Rizal 1870

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## COMPUTER PROGRAMMING AND SOFTWARE DESIGN

A fresh graduate with a background in Computer Science for Game Development who's looking forward for a first work experience. Adept in communicating with creative and technical professionals to corroborate their vision on the project designs.

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## KEY COMPETENCIES

Java, C#, and C++ Programming proficiency

Basic Proficiency on Wireframing, Userflows and IA using Figma

Documentation and Spreadsheet proficiency on Microsoft Office or Google Workspace

Strong interpersonal skills  
Proactive and self-motivated  
Exceptional organizational skills

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## PROFESSIONAL EXPERIENCES

**University of Santo Tomas**

**March 2023 - June 2023**

**Assistant Researcher Intern**

Worked with studies on the behavioral relation of player's problem-solving skills and brute-forcing in puzzle games. Developed and implemented the level design of the game in collaboration with the Game Designer and the Game Programmer in line with the themes of the studies' framework.

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## EDUCATION & CERTIFICATIONS

**Bachelor of Science in Computer Science**

**August 2018 - June 2023**

Major in Game Development

University of Santo Tomas - College of Computing and Information Science