

SAMUEL MASON VILLALOBUS UY

Game Developer • Multimedia Designer • Software Engineering



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Solo Game Developer building a **Unity** arcade music game from concept through UI, mechanics, and level flow. Showcased at **SGGA Industry Day 2025** @ Singapore Comic Con 2025.

Websites, Portfolios, Profiles

- [linkedin.com/in/samuel-uy-14356130a](https://www.linkedin.com/in/samuel-uy-14356130a)

SKILLS

Technical Skills: Blender, Unity & C#, C++, Roblox Studio & Lua, Adobe Photoshop, Adobe Illustrator, Adobe Express, HTML, CSS & JavaScript, Python, PyQt, Tkinter, React Native

Soft Skills: Creativity, Adaptability, Critical Thinking, Problem Solving, Communication, Conflict Management

Game Design Practice: User interface design, Playtesting, Gameplay balancing, Level design

Workflow: Playtesting coordination

EXPERIENCE

Intern

Empire AI, Singapore

- Instructed courses in programming, game development, web design to foster student engagement and skill development.
- Training students in effective and responsible AI usage
- Conducted training sessions to prepare students for competitions, enhancing their competitive readiness for Hwa Chong Info-communications Challenge, Coding Olympics, and National Robotics Competition.
- Developed curricula to support student learning through tailored educational opportunities.

Solo Game Developer

2026-03 - 2026-08

2025 - Current

2025-09 - 2025-10

Square Up!, Singapore

- Designed UI and programmed the game mechanics
- Designed UI and programmed game mechanics to enhance player engagement
- Includes 3 different songs of about 2 minutes in length with 3 difficulties each
- Showcased project at SGGA Industry Day 2025 @ Singapore Comic Con 2025, increasing visibility within the gaming community

Multimedia Team Member

Tribute VI: Yours, Shanty, Singapore

- Designed a total of 5 different sets of digital animations for 2 items
- Designs were displayed on a large screen to over 600 audience members

2025-11 - 2025-11

Youth Action Forum

Republic Polytechnic, Singapore

- Facilitated LEGO SERIOUS PLAY sessions to foster collaborative brainstorming
- Led discussions on global issues affecting youth, including mental health, environmental challenges, and technology impacts

2022-12 - 2023-06

Private Tutor Special Learners

Special Learners (Singapore), Singapore

- Tutored two students in GCE 'O' Level Mathematics and Additional Mathematics, enhancing understanding of complex concepts
- Elevated students' test results to passing grades, fostering confidence in mathematical abilities



Education

Expected in
2027-04

Diploma: Design For Games & Gamification

Republic Polytechnic - Singapore



Certifications

2026-05

- Minecraft 101: Craft a game-based learning classroom

2026-08

- CodeAI International Facilitator Training Program 2026



KEY ACHIEVEMENTS

- Ngee Ann Kongsi Scholarship Award, Awarded from the Higher Years Scholarship AY2025 for maintaining good academic and CCA records.
- Diploma Prize for AY2024, Awarded for attaining the highest cGPA of the cohort by AY2024 Semester 2.
- Game Project Showcase, Showcased a solo-developed game project Square Up! for SGGA Industry Day 2025 @ Singapore Comic Con 2025.