



0992-568-5681



gianlagradilla74@gmail.com



Cabuyao, Laguna

PROFILE

Motivated and dedicated future Computer Science graduate with a strong interest in software development, problem-solving, and technology. Seeking an opportunity to apply my programming knowledge, analytical skills, and willingness to learn in a professional environment. Eager to contribute to innovative projects, gain hands-on experience, and continuously develop my technical and professional skills while helping the organization achieve its goals.

LAGRADILLA, GIAN ANGELO A.

EDUCATIONAL BACKGROUND

Banlic Elementary School

2014-2020

Mamatid National Highschool

2020-2024

With Honors

Saint Vincent College of Cabuyao

2024-2026

University of Cabuyao

2026-2030

SKILLS

- Programming Languages
- Game Engine Mastery
- 3D Mathematics & Physics
- Optimization & Profiling
- Specialized System Implementation

ACHIEVEMENTS

- With Honors (High School)
- With Honors (Senior Highschool)
- Cum Laude (College)

WORK EXPERIENCE

Game Programmer

Santa Monica Studios

Austin, TX

June 2030 – Present

- **Optimized C++ gameplay loops** and memory, boosting console frame rates by 15%.
- **Developed custom UE5 AI** behavior trees and pathfinding systems.
- **Co-authored custom HLSL shaders** for dynamic environmental lighting and weather.

CERTIFICATIONS

College Diploma of Computer Science

University of Cabuyao

2030

REFERENCES

Yumi Yang

Sr. Director

Santa Monica Studios

(310) 829-6607

Gabe Newell

CEO

Valve Corporations

+1 425-889-9642