

Garlen C. Javier Jr.



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Website: <https://meekcode.com>

Portfolio: <https://garlen-javier.github.io/portfolio>

Objective

To work as a programmer in a company where I will ready to work in fast-paced environment to share and polish my knowledge with the right mindset and skills to meet deadlines.

Computer Skills

- Languages used: C#, Objective-C, C/C++, Java, JavaScript
- IDE/Framework/Tools: Unity3D, Cocos2d-x, AndEngine, Eclipse, Andriod Studio, Microsoft Visual Studio, Filezilla, Android SDK/NDK, SourceTree, SVN, Git , QT Project.
- Database Technology: MS Access, SQLite, MS SQL Server, MySQL , CloudKit, MongoDB, App42 NoSQL

Work Experience

June. 15, 2021 - Present

Maccima Games

Unity3D Game Programmer

Responsibilities :

- Make the prototype and core system of the new game.
- Implement different game mechanics such as different puzzles and challenges.
- Handle networking unity code using PUN2.

Dec. 11, 2020 - Present

MeekCode

Software Developer/Technical Blogger/Founder

Responsibilities :

- Make blog contents about programming tutorials.
- Maintain site SEO.
- Make and publish mobile games.

Dec. 11, 2017 - July 11, 2018

Redbana Philippines Corporation

Unity3D Game Programmer

Responsibilities :

- Fix and update an existing AAA game for the global launch.
- Handles the server programming for MMO game.
- Make or use plugins for native calls, in-app purchase, analytics, and social functions.

Dec. 16, 2014 - Nov. 10, 2017

Artless Indie Entertainment

Game Developer

Responsibilities :

- Develop mobile games and apps
- Make scripts and tools for level and resource builder
- Make cross-platform plugins for native calls, ads and social functions.
- Port ios games to android
- Ensure game optimization

July. 12, 2014 - Dec. 15, 2014

uTappz Mobile Development

Game Programmer

Responsibilities :

- Develop mobile games
- Make scripts and tools for level and resource builder
- Update cocos2d-x and other 3rd party libraries
- Port ios games to android
- Ensure game optimization

Sept. 16, 2013 - July 11, 2014

Spotcat Studio

Game Programmer

Responsibilities :

- Develop mobile games in 2D or in 3D.
- Work closely with a team of developers to ensure quality.
- Self-driven and independent learner.
- Ability to solve problems during development.
- Develop 2D games in flash or in Facebook

Feb 18, 2013 - April 25, 2013

Gumnut Systems International

IOS/Android Mobile Developer

Responsibilities :

- Develop mobile applications on Android/ iOS platforms.
- Design UI and implement utility function of custom mobile applications.
- Knowledge of networking, security principles and best practice applications patterns as applied in .Net environment

September 1, 2011 - November 10, 2012

Menue Philippines Inc.

Game/Android Developer

Responsibilities :

- Can be based on the Socket and Http network interface programming
- Can independently bear simple App development
- Experience developing Unity 3D games
- Familiar in using SVN
- Make mobile games and apps.
- Use of Android SDK development and debugging program

January 31, 2011 - July 11, 2011

Freelance (Self-Employed)

C# Application/Web Developer/Game Developer

Certificates

TESDA Certificate of Training

Web Development Program

TESDA Certificate NC II

Computer Hardware Servicing

Bitshield Certificate of Completion

Wireless Hacking & Security

Bitshield Certificate of Completion

Ethical Hacking

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Wireless Hacking & Security

Bitshield Certificate of Completion
Ethical Hacking

Education

2009-2011, Advanced Diploma in Information Technology,
Informatics Computer Institute Makati

2005-2008, Bachelor of Science in Computer Science,
AMA Computer College Makati Campus

References

Anne Vergel, Admin,
Redbana Philippines Corporation; Contact No.: 09177122854

Maricel Mojica, Admin,
Menue Philippines Inc.; Contact No.: 09189677438

Interests and Activities

Computer games, Going to cosplay events, Watching animes,
Computer gadgets and Programming.