

JOSEPH NELSON B. GERUNDO

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WORK EXPERIENCE

February 2020 - Present

Orc Chop Games

PROJECT MANAGER

- Implemented robust task management strategies for the current project under development, ensuring clear assignment of responsibilities, efficient workflows, and timely completion of tasks.
- Implemented feedback loops and performance evaluations to continuously improve team dynamics, optimize workflow efficiency, and drive productivity across distributed teams.
- Monitored project progress, identified potential risks and issues, and implemented proactive mitigation strategies to keep projects on track.
- Established and refined QA practices, including bug tracking systems, and feedback mechanisms, resulting in a more efficient communication loop between QA and Engineers.
- Handled two teams, one in the Philippines, one in Beijing.
- Acted as the primary point of contact for communication with a Publisher, providing regular updates on project milestones, addressing inquiries, and managing expectations to maintain a strong partnership and ensure alignment with project objectives.
- Coordinated seamless communication and collaboration with outsourcing partners and freelancers, ensuring precise job request specifications and effective scoping for successful project delivery.

May 2018 - December 2019

Most Played Games Inc.

ASSISTANT PROJECT MANAGER

- QA incoming projects before release.
 - Perform the following tests: Functionality, Compatibility, Regression, Soak, Black Box, Update
- Create Test Cases for Most Played Games' projects.

- Handle releases of products in Google Play Store and App Store Connect.
- Create Marketing Materials for Social Media Platforms like:
 - Trailers, Images, Posters.
- Helped in conceptualization and designing of hyper casual games. (mechanics, story, UX, etc.)
- Code a hyper casual game for android and iOS.

Feb 2018 – May 2018

Elevated Play Philippines Inc.

QUALITY ASSURANCE TESTER TRAINEE

- Create tickets with understandable and concise content.
- Test multiple types of projects from Apps, Games and Websites.
- Investigate any issues that were encountered thoroughly.

Jan 2017 – Apr 2017

FISTBUMP CREATION

GAME DEVELOPER (INTERNSHIP)

- Coordinated with the artists on the needed assets for the project.
- Designed the game mechanics for the game project.
- Prototyped the approved design.
- Coded all features of the game. (C#)
- Implemented Unity Ads in the project.

EDUCATION

2013 - 2018

DE LA SALLE–COLLEGE OF SAINT BENILDE

Bachelor of Science in Information Technology with Specialization in Game Design & Development, March 2018

- Nominated for Best CAPTSN1 (Thesis 1)

2010 - 2013

DE LA SALLE UNIVERSITY

Bachelor of Science in Electronics & Communications Engineering, (114.0 units earned)

COMPETENCIES AND TECHNICAL SKILLS

- Code in C#
- Basic knowledge in Objective-C, C++
- Object Oriented Programming
- Component Based Architecture
- Knowledgeable in Unity
- Basic video editing
- Basic Photoshop knowledge
- Excellent communication skills
- Good team management skills
- Ability to work independently or as part of a team
- Knowledgeable in using Asana, Trello, HacknPlan, Excel/Google Sheets for task management

