

# MANUEL Y. CABACUNGAN JR.

## UNITY DEVELOPER



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[MANNYVR.COM](http://MANNYVR.COM)

### SUMMARY

An award-winning game developer, with two released games on Steam and many years working for the independent game studio, Last Call Games and also recently for MindWarp Production. Comfortable with Unity/C#, Unreal Engine blueprints, UI development, Git/GitHub and Perforce source control platforms. Passionate about creating memorable VR experiences and learning new immersive technologies.

### EXPERIENCE

#### MINDWARP PRODUCTION (Part Time, January 2023 - Present)

Unity 3D VR Game Developer | Los Angeles, CA

- VR game interaction development, programming and level design in Unity 3D and C#
- Meta Quest 2 application (App Lab)
- Worked within team environments to accomplish design and development goals
- Experience with agile development and Git/Github source control

#### LAST CALL GAMES (Part Time, January 2015 - Present)

Game Developer | Los Angeles, CA

- Released two titles in Valve's Steam platform:
  - PROXY: <https://tinyurl.com/proxy2020>
    - Released April 2020. Third-person action sci-fi desktop PC game, developed as a team in Unreal.
  - CONFINED VR: <https://tinyurl.com/confinedvr2020>
    - Released December 2020. Award-winning VR escape room for SteamVR-compatible VR HMDs. (Unreal)
- Blueprint UI interaction and animation development (HTC Vive)
- Perforce version control setup on the AWS cloud server

#### GAMEDEVHQ ( Part Time, Aug 2021 - Present)

Apprenticeship | Remote

- Developed 2D, 2.5D, and 3D titles using Unity and C#
- Programmed core systems and gameplay mechanics
- Implemented game features and systems in Unity/C#

#### AMAZON: RING Video Doorbell (Full Time, September 2019 - Present)

CRM Developer | Remote, Los Angeles, CA

- Email Development in the Braze CRM platform, HTML/CSS/Liquid Script

**VARIOUS CLIENTS: Viking River Cruises, Ticketmaster, RAPP (Full Time, September 2008 – August 2019)** CRM Developer, Los Angeles, CA

- Email Development in Salesforce Marketing Cloud, HTML/CSS/AMP Script

### SKILLS

- UNITY 3D
- C# (.NET)
- VR DEVELOPMENT
  - QUEST2, MAGIC LEAP I
- ALTSPACEVR, VRCHAT
- UNREAL ENGINE
- UE4 BLUEPRINTS
- GIT/GITHUB
- PERFORCE
- MAYA
- BLENDER 3D
- HTML/CSS/LIQUID SCRIPT

### AWARDS

- **BEST VIVE EXPERIENCE**  
*MANIFOLD – CREATING REALITY HACKATHON (2018)*
- **BEST VIVE EXPERIENCE**  
*CONFINED VR – VR HACK-N-HAUNT (2016)*

### EDUCATION

**Universe: Education in VR, 2022-2023**

- Unity 3D and C# Programming
- Social VR world building

**Santa Monica Community College**

- Relevant Video Game Development Courses

**University of Hawaii at Manoa**

- Bachelor of Science in Computer Science