

# Earl Lean Ramos

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## PROFESSIONAL SUMMARY

Senior Software Engineer with over 10 years of experience specializing in educational games and AR/VR applications. Adept at leading cross-functional teams to deliver high-quality projects on time and within budget. Skilled in Unity3D, C#, and backend programming, with a deep understanding of UI/UX design principles and expertise in team supervision and project management. Proven ability to innovate and implement cutting-edge technologies to enhance user engagement and learning outcomes. Seeking a challenging role to leverage expertise in game development and passion for creating immersive experiences.

## WORK HISTORY

### Vibal Group Inc. - Game Development Supervisor

Quezon City, Metro Manila, Philippines  
01/2020 - Current

- Supervised a team of developers and artists in the successful delivery of multiple educational game titles, including LearnLive AR, which were well-received in the market and aligned with client needs.
- Spearheaded innovative game design concepts, resulting in engaging and educational gameplay experiences for users.
- Implemented agile methodologies, improving project efficiency and ensuring timely delivery of projects that met or exceeded client expectations.
- Led the development of a new game engine feature, enhancing game performance and user experience.
- Collaborated closely with clients to understand their requirements and incorporate feedback into game development processes.
- Developed APIs and backend systems for unity integration.

### Vobling - Senior AR / VR Developer

Taguig, Metro Manila, Philippines  
09/2018 - 12/2019

- Developed cutting-edge VR applications for clients in various industries, including Saab Carl-Gustaf VR Experience, resulting in innovative solutions that exceeded client expectations.
- Spearheaded the implementation of new AR/VR technologies and techniques, enhancing the quality and performance of projects.
- Collaborated closely with clients to understand their business needs and provide tailored AR/VR solutions that met their requirements and delivered tangible business value.

## WEBSITES, PORTFOLIOS, PROFILES

- <https://www.linkedin.com/in/elbramos/>
- [Online Portfolio](#)

## SKILLS

- Project Management
- Leadership Abilities
- Creative and Organized
- Adaptability and Flexibility
- Efficient Interpersonal Skill
- Git proficiency
- Object-Oriented Programming
- Cloud Services (AWS, Google, Azure)
- Backend (REST API)

## EDUCATION

05/2014

### Cavite State University

Cavite, Philippines

### Bachelor of Science in Computer Science

## CERTIFICATIONS

International English Language Testing System  
British Council (02/04/2024)

### Overall Band Score: 7

- Listening : 8.0
- Reading 7.5
- Writing : 6.0
- Speaking : 6.0

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## WORK HISTORY

### **Virtualidad Inc. - Software Engineer**

*Quezon City, Metro Manila, Philippines*

*02/2015 - 09/2018*

- Led the development of Node.js Express APIs and backend integration, optimizing data flow and enhancing system functionality.
- Contributed to ASP.NET MVC Razor development, improving system efficiency and providing a more dynamic user experience.
- Developed and maintained VSmart, the Learning Management System (LMS) for Windows, using Windows Presentation Foundation (WPF) and Universal Windows Platform (UWP) technologies, ensuring a user-friendly interface and seamless performance.

### **Easytrip Services Corporation - Junior System Administrator**

*Pasig, Metro Manila, Philippines*

*08/2014 - 02/2015*

- Assist in the maintenance and support of the organization's IT infrastructure, including servers, networks, and workstations
- Perform regular server and database maintenance tasks, including backups, updates, and performance tuning.

## FREELANCE WORK

### **LiteDev.Ph – Senior Developer Consultant**

*08/2023 – present*

- Led the migration of multiplayer networking from Photon PUN to Photon Fusion, improving synchronization and reducing latency for Valt VR metaverse.
- Conducted in-depth code reviews to ensure code quality, maintainability, and adherence to best practices across the development team.
- Continued and optimized the integration of Zenject dependency injection framework, promoting modular, scalable, and testable architecture in the Valt VR project.
- Provided technical guidance and support to team members on networking, code architecture, and best practices for VR development.

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## REFERENCES

### **Emmanuel Rivera**

+63 918 480 5555

Head of IT Infrastructure

PayMongo Philippines, Inc.

### **John Erick Acabal**

+63 939 929 9298

Principal Solutions Architect

CWT Philippines