

Jeremy Antiquera

design & development

INTRODUCTION



meanly.dev



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github.com/meanly



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EDUCATION

- De La Salle University**
Dasmariñas 2022 - 2026
*B.S. Computer Science with
Specialization in Game
Development*

Relevant Coursework:

- Algorithms and Complexity
- Computer Animation and Simulation
- Human Computer Interaction

- Lyceum of the Philippines University**
Cavite 2020 - 2022
*Information and
Communications
Technology*

ACHIEVEMENTS

- SIKAPTala 2026 National Game Jam (6th of 155 participants)
- CSMASH IT: Codelympics 2024 Web Development 2nd Runner Up
- Consistent Dean's Lister
- Ranked 2nd among TVL-ICT SHS students.

CERTIFICATIONS

- Google UX Design Certificate
- Google Cybersecurity Certificate
- Google AI Essentials Certificate
- CISCO Introduction to Cybersecurity Certificate

PROJECTS

- Mirari**  <https://mirari.meanlystudios.com> August 2026
 - A social memory companion app that helps people to journal their days, remember how life felt, and keep the small moments they do not want to forget.
 - Developed with React Native, Expo, TypeScript, and Supabase
- CourseDigest**  <https://meanlystudios.com/projects/coursedigest> July 2026
 - A free AI-powered browser extension that turns your online courses into simple, detailed PDF study guide. It currently supports Coursera.
 - Developed with TypeScript, React, Vite, Google Gemini API
- BantaySalakay**  <https://meanly.itch.io/bantay-salakay> December 2025
 - A 3D Filipino game where players simulate a barangay tanod and make moral choices between integrity and corruption.
 - Developed with Unity, C#, Blender, PremierePro, and Photoshop
- Schoolorum**  <https://meanly.itch.io/schoolorum> May 2025
 - Schoolorum is a 2D rogue-like, pixel-art, casual survivor game set in a cursed university. Inspired by Vampire Survivors and HoloCure.
 - Developed with Unity, Aseprite, and C#
- BaymaxCares**  <https://baymax.meanly.dev> July 2024
 - Baymax-designed platform, that generates AI-generated information about medication.
 - Developed with React, JavaScript, OpenAI API

EXPERIENCE

- SM Investments Corp., Cybersecurity IAM Intern** July 2025 - Nov 2025
 - Managed nationwide accounts for SM Retail employees, handled cybersecurity incident reports on compromised credentials, and processed user access and update requests.
 - Technologies: ManageEngine, CyberInt, and Excel*
- DLSU-D CS Program Council, Multimedia** September 2024 - December 2025
 - Responsible for multimedia tasks such as graphic design, publications, and merchandise design.
 - Technologies: Photoshop, and Canva*
- Pearl Lemon, Game Developer • London, EN** July 2022 - July 2023
 - Experienced in UI/UX interface design, 3D modeling and environment design, with a track record of five internal games and two client projects.
 - Designed video trailers every game release and produced YT shorts & tutorials.
 - Technologies: Roblox, Lua Scripting, After Effects, Blender*
- Freelance Video Editor • Remote** December 2020 - Present
 - Edited short and long-form videos for popular influencers, which reached a total of 24 million views. Brainstormed ideas for diverse content such as trading, medical ads, travel vlogs, interviews, and podcast highlights.
 - Technologies: Premiere Pro, Photoshop, After Effects*
- Meanly Studios, Solo Developer • PH** December 2017 - Present
 - Developed and published personal software and game projects.
 - Developed Mirari, a mobile journal, mood tracker, and memory app.
 - Developed Minecraft minigames and plugins, including in-game purchase systems.
 - Managed player ban appeals, server patches, and game updates.
 - Technologies: Unity, C#, JavaScript, Java, React, and TypeScript*