

Kent Brian Diaz Galleros

Unity Game Developer · QA Specialist

CONTACT

- kentgalleros054@gmail.com
- +63 967 652 2886
- Cagayan de Oro City, Philippines
- Portfolio
  my-new-portfolio-gamma-navy.vercel.app
- LinkedIn
  linkedin.com/in/kentbriangalleros054
- KentBrian054 (GitHub)

CORE TOOLS

Unity · C# · Unity Hub · Blender · Meshy AI · ElevenLabs · Manual QA · Automated QA

PROFICIENCY

- Unity & C#
- Blender / Meshy AI
- Manual & Automated QA
- ElevenLabs Audio

LANGUAGES

English	Fluent
Filipino	Native

SUMMARY

Unity game developer with a C# foundation and a hands-on QA background spanning manual and automated testing. Owns features end-to-end: prototyping gameplay, producing 3D assets via Blender + Meshy AI, generating audio with ElevenLabs, and verifying builds through structured QA passes — using ChatGPT and Claude Code/Codex to help write gameplay code and scripts, debug issues, and plan tests. Also brings full-stack and DevOps range (React, FastAPI, PostgreSQL, Docker, CI/CD) for projects that need backend or live-service support around the game.

10 mo.	8	2
Game Dev + QA Experience	Core Tools & Engines	QA Disciplines (Manual + Automated)

SKILLS

Engine & Programming
Unity, Unity Hub, C# scripting & gameplay systems

3D & Asset Pipeline
Blender modeling, Meshy AI asset generation

Audio
ElevenLabs — AI voiceover & sound design

Quality Assurance
Manual QA, automated test scripting, regression testing, Postman, SQL

Full-Stack & DevOps
React, FastAPI, PostgreSQL, Docker, Git/GitHub, CI/CD

EXPERIENCE

BYTEBREW IT LLC

Game Developer / QA (Manual & Automated)

Feb 2026 – Nov 2026

- Built and iterated gameplay features in Unity using C#, with 3D assets via a hybrid Blender + Meshy AI pipeline and audio via ElevenLabs
- Validated REST APIs with Postman and used SQL to verify database records, changes, and access permissions
- Tested builds on a physical device and Android Studio Emulator; logged defects and designed automated regression scripts to cut repeat manual testing

- Used Docker in development and supported GitHub pull requests and CI checks ahead of release
- Took part in sprint planning, stand-ups, and retrospectives, tracking QA tasks and release blockers

PERSONAL PROJECTS

Galleros Live Chess

- Browser chess app with a bundled Stockfish engine offering 10 difficulty levels, Beginner to Grandmaster
- Full rules enforcement, move-by-move analysis (Best/Good/Inaccuracy/Mistake/Blunder), and puzzle mode
- Live multiplayer rooms via Supabase Auth and real-time data; mobile-responsive UI

Tech: JavaScript, Stockfish 17.1, Supabase

EDUCATION

BS Information Technology

University of Science and Technology of Southern Philippines (USTP)