

Justin Michael Gapay Salanga

VR Developer & Gameplay Programmer

justin.salanga@gmail.com · USA - Open to Remote / Hybrid

github.com/adonix56 · jsalanga.ggbstudios.net · adonix.itch.io · [linkedin.com/in/jmsalanga](https://www.linkedin.com/in/jmsalanga)

PROFESSIONAL SUMMARY

VR Developer and Gameplay Programmer with 3+ years of shipping complete game experiences. 7 published titles including two award-winning games. Specialized in Unity VR development, custom editor tooling, and event-driven architecture. Proven ability to lead teams and deliver under tight deadlines with 10+ years of software development experience.

TECHNICAL SKILLS

VR Development

Unity · XR Interaction Toolkit · Meta Quest · SteamVR OpenXR · Inverse Kinematics · Physics-Based Interactions

Game Systems

AI (Behavior Trees) · Custom Dialogue Systems · Custom Recipe and Crafting Systems · State Management

Programming & Architecture

C# (Unity) · C++ (Unreal) · OOP Design · Event Driven Architecture · ScriptableObjects · Data Structures · Algorithms

Tools & Frameworks

Unity Timeline · Gameplay Ability System (UE5) · Custom Editor Tools · Version Control (Git) · Shader Graphs

FEATURED PROJECTS

Honey & Hemlock (VR)

Feb 2026

1st Place - Enjoyment | 1st Place - Presentation | 2nd Place - Use of Theme

Unity · C# · XR Interaction Toolkit · Solo · 6-Day Jam

A cozy VR potion-brewing game with a cosmic horror twist.

- Built three ingredient systems: drop dry ingredients, pour liquids (dot product), and analog squeeze-to-drip.
- Designed a progressive recipe filtering algorithm optimizing performance by eliminating impossible matches in real-time.
- Implemented event-driven customer system using Actions for clean decoupling and rapid iteration.
- Developed angular velocity-based stirring detection using Atan2 with decay system.
- Created 34-second Timeline-driven cosmic horror sequence with audio-synced visual stimuli.
- Authored ScriptableObject-based architecture for ingredients, recipes, and 24 unique customer storylines.

Mascot Wrestling (VR)

May 2025

Unity · C# · XR Interaction Toolkit · Team (4) · 7-Day Jam

First-person VR boxing game with full-body avatar and inverse kinematics.

- Modeled full-body avatar system using IK to calculate realistic foot placement and controller positions.
- Engineered physics-based boxing system with hit detection, force calculation, and ragdoll knockback.
- Designed a damage-triggered mechanic where a mushroom on the enemy glows and players must perform a grab and uppercut combo to launch the enemy.
- Added enemy VR interactions and effects ensuring satisfying responsiveness and engagement.
- Served as primary gameplay programmer delivering core combat, interactions, IK systems, and closing of game loop while collaborating with a second programmer, designers, and an artist.

Carolina's Café Colombiane

Oct 2023

Unity · C# · Custom Editor Tools · Team (8) · 1-Month Jam

Visual Novel with relationship and restaurant management systems. Delivered ~80-90% of the final codebase.

- Extended an open-source node-based dialogue editor with custom node types, in-house tooling to support branching conversations, and designer-friendly workflows.
- Engineered dialogue framework: state tracking, player-choice persistence, NPC relations and responses.
- Constructed the game loop and in-game progression, including transition between days, encounter sequencing, and randomized character appearances.
- Produced UI menus and worked with Team Lead to create navigational flows.
- Created two restaurant minigames (ingredient-catching physics system and coffee pouring).
- Led technical implementation for 8-person team after joining on week 2 to remedy reduced developer capacity.

NOTABLE PROJECTS

Aeromancy

Jul 2023

Third-person Wizard game. Architected Skill System. Programmed 3 enemy AI types. Planned and delivered opening and ending cutscenes.

Tocker Raccoon: The Origin

Sep 2023

Click-to-move game. Won Ability Smash Prize. Designed Infinite Dash Combo System. Collaborated with Italian development team.

Cook-n-Dash

Oct 2023

Cooking prototype. 7-counter inheritance. State-persistent cooking mechanics. Custom dynamic recipe validation algorithm.

PROFESSIONAL EXPERIENCE

Gameplay Programmer | [P1] Games: Ignite

Oct 2024 - Present

- Lead a team of artists, game designers, and programmers to develop a 2D platformer for kids and a mobile farming/tower defense game application in Agile Sprint cycles.
- Deployed core gameplay systems and iterative feature improvements in an agile environment.
- Collaborated with team members to refine technical documentation and improve best practices.

Software Engineer - Co Founder | Adapt Medical Solutions

Jul 2017 - Aug 2020

- Spearheaded the development of a surgical staff scheduling web application utilized by 10+ hospitals across the Bay Area, optimizing staff allocation and reducing scheduling conflicts.
- Oversaw the full software development lifecycle, from requirements gathering to deployment.

EDUCATION

CG Spectrum

Aug 2024

Unreal C++ and Game Development Fundamentals

University of California, Davis

Dec 2015

B.S. Computer Science and Engineering

CERTIFICATIONS

Unity VR Development Credential | Unity

Apr 2025

Gameplay Programming Credential | CG Spectrum

Aug 2024

Unity Mobile C# Developer Credential | GameDev.tv

Apr 2023