

Carl Louie So



Senior Front End Developer | Senior Project Coordinator

CORE COMPETENCIES

- Technical: Unity, C# Programming, Augmented Reality (AR), AI Integration, Motion Capture. JAVA, Kotlin, Python, HTML5, javascript/typescript, Machine Learning
- Leadership: Curriculum Development, Departmental Management, Mentorship, Project Management.
- Platforms: Android, iOS, Desktop.

WORK EXPERIENCE

Lead Mobile Developer & Project Coordinator

PLAYRAVIA | SYDNEY, AUSTRALIA | JAN 2026 – PRESENT

- Sole developer of the entire Ravia mobile client — both the Flutter application and the embedded Unity AR/gameplay for a location-based AR educational game for children, while coordinating delivery across the backend and web-puzzle teams.
- Key Project – Ravia (Mobile App & AR): Developed the full cross-platform client on a Unity + Flutter hybrid architecture, building both the Flutter UI/feature layer and the Unity AR layer (character assembly & rendering, AR token-collection gameplay, VFX) connected through a custom Flutter ↔ Unity bridge.
- Key Project – Social & Progression Systems: Built friends, notifications, store/inventory, and per-puzzle mastery leaderboards end-to-end, with real-time geofencing and an offline-safe token economy synced to the backend.
- Key Project – Cross-Team Coordination: Aligned API contracts and release milestones across the backend and web-puzzle teams, and authored the technical documentation and handoffs.

CAREER OVERVIEW

Results-driven Game Development professional and academic leader with a Master's in Game Design.

Proven track record in leading academic departments while remaining hands-on in technical development.

Expert in Unity (C#) with a specialized focus on Augmented Reality (AR), AI integration, and mobile game development.

Experienced in delivering high-impact applications for government sectors and the gaming industry.

CONTACT INFO

Personal Phone: +639271362492

Email: carllouie.so@gmail.com
[github portfolio](#)

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Chairperson Game Development

WORK EXPERIENCE

Chairperson Game Development

IACADEMY | MAKATI CITY, PHILIPPINES | MARCH 2019 – PRESENT

- Leading the Game Development department, overseeing curriculum innovation and faculty management.
- Key Project – Enhanced Philippines App: Developed an AR-integrated application for the Department of Tourism to enhance regional tourism through interactive digital experiences.
- Key Project – iACADEMY App: Designed and developed the official institution app utilizing Augmented Reality for enhanced student and visitor engagement.
- Key Project – stAllied: Developed a technical showcase integrating Artificial Intelligence and Motion Capture technology to push the boundaries of interactive character performance.

Unity Game Developer

FUNGUY STUDIO | MAKATI, PHILIPPINES UNITY | APRIL 2016 – MARCH 2017

- Contributed to the development and maintenance of MotoGP Championship Quest, a high-profile licensed racing title.
- Promoted from Junior Unity Developer to Unity Game Developer within six months.
- Collaborated on gameplay mechanics and performance optimization for mobile platforms.

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TECHNICAL PROJECTS

- [MOTOGP Championship Quest](#)
- [Experience Philippines](#)
- iACADEMY App
- Gamer Green
- [Ask Steve](#)

ACADEMIC HISTORY

Asia Pacific College

MASTER IN GAME DESIGN (GAME AND INTERACTIVE MEDIA DESIGN) ASIA PACIFIC COLLEGE | 2019 – 2021

De La Salle - College of Saint Benilde

BACHELOR OF SCIENCE IN INFORMATION TECHNOLOGY WITH SPECIALIZATION IN GAME DESIGN AND DEVELOPMENT

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