

Christian Terrence Esguerra

Web Developer · Game Developer · Multimedia Artist · Educator

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◆ PROFESSIONAL SUMMARY

Educator, creative technologist, and doctoral student in Information Technology with a decade of university-level teaching across computer science, game development, game art and design, UI/UX, digital painting, and game audio. Skilled at translating complex theory into hands-on, production-grounded instruction that builds real creative and technical skills, with a consistent focus on meaningful player experience and human-centered design.

Currently Technical Director and co-founder of Tassilo Digital, a Metro Manila-based studio delivering web, eLearning, and game development for academic and organizational clients. Brings active industry practice into the classroom: backend architecture, applied game production, and digital platform implementation, and is comfortable bridging technical and non-technical stakeholders, whether guiding students through creative constraints or shaping client projects from concept to production. Known for rigorous, design-sensitive work delivered under tight timelines across both academic and professional contexts.

◆ EDUCATIONAL BACKGROUND

Doctorate in Information Technology *(On-Going)*

De La Salle University, 2025 – Present

Master of Science in Computer Science

De La Salle University, 2015 – 2018

Thesis: *“Exploring Photorealistic Rendering for Mixed Reality on Mobile Devices”*

BS Computer Science, major in Instructional Systems Technology

De La Salle University, 2009 – 2013

Thesis: *“Role-playing Game on Affective Learning of Philippine Nationalism for Grade 7 Students”*

◆ WORK EXPERIENCE

TECHNICAL DIRECTOR & CO-FOUNDER

2026 – Present

Tassilo Digital

- Leads backend architecture, product direction, and platform delivery for web, eLearning, and game development projects
- Directs client engagements across academic and organizational sectors, from concept through production deployment
- Builds and mentors a small production team across technical and creative disciplines

ASSOCIATE LECTURER

2022 – 2026

Dept. of Software Technology, College of Computer Studies, De La Salle University

- Taught undergraduate courses across computer science and creative technology
- Mentored and paneled undergraduate thesis research
- Contributed to curriculum development and instructional materials

FACULTY

2022

College of Technology, Lyceum of the Philippines University

- Taught undergraduate courses; contributed to curriculum planning and instructional materials

EDUCATIONAL TECHNOLOGIST

2021 – 2022

DRLD Project, De La Salle University

- Produced educational videos, hand-painted digital assets, music, sound effects, and voice-over
- Created animated short videos and visual effects for learning materials

ASSISTANT PROFESSOR

2018 – 2021

Dept. of Software Technology, College of Computer Studies, De La Salle University

- Taught undergraduate courses; mentored and paneled thesis research
- Contributed to curriculum development and conducted academic research

SENIOR PROGRAMMER

2015 – 2017

Academic Support for Instructional Services & Technology, De La Salle University

- Developed instructional software and the office website
- Designed and delivered training programs, seminars, and workshops
- Oversaw technical support for university-wide learning management systems

ASSOCIATE SOFTWARE ENGINEER

2013 – 2015

Accenture, Inc.

- Developed front-end web solutions and managed code deployment for the Accenture website
- Monitored website server performance

GAME DEVELOPER

2012

Nerdidea.com Startup

- Developed mobile games with Adobe Flash

◆ RESEARCH PUBLICATIONS

Simulating Culture in Manila During the 19th Century Through Virtual Reality 360 for Grade 7 Students. *C.D.P. Guzman, C.A. Rafanan, P.B.J.S. Sy, A.L.F. Yabut, C.T.B. Esguerra (2020)*

Utilizing Affective Learning and Aesthetic Emotions in Designing a Serious Game to Create Awareness on Mental Health Conditions. *N.A.M.J. Sales, C.D. Cresencio, L.C. Villagantol, J.J. Castro, C.A. Medina, C.T.B. Esguerra (2019)*

Towards Photorealistic Rendering for Mixed Reality on Mobile Devices. *C.T.B. Esguerra (2018)*

Intervention Strategies Leveraging Learning Record Store Using Experience API in an Affective Learning Role-Playing Game. *C.T.B. Esguerra, A.B. Borra (2018)*

Game for Learning: An Application of Tin Can API and Learning Record Store. *C.T.B. Esguerra, A.B. Borra (2018)*

Bayani: A Role-Playing Game on Nationalism. *C.T.B. Esguerra, I.C. Tabora (2013)*

◆ SKILLS & COMPETENCIES

Web Development & Digital Platforms

- Website planning, overhaul/migration strategy, and platform maintenance
- Information architecture and UX cleanup for content-heavy sites
- Membership / portal-driven sites and stakeholder-facing web operations
- Email & newsletter deliverability troubleshooting and configuration

Stack: HTML · CSS · JavaScript · PHP · WordPress · MemberPress

Game Development (Design + Production)

- Game mechanics design and prototyping
- Narrative- and worldbuilding-driven game concept development

- 2D / HD-2D production planning and art-to-engine workflow
- Vertical slice planning and iteration

Stack: C# (Unity) · Unity URP

Game Art, Digital Art & Visual Development

- Visual development for game worlds and characters
- Full-scene environment art direction and painting-led workflows
- Lighting and environment rendering practice

Stack: Adobe Photoshop · Procreate · Blender

Teaching, Curriculum Design & Mentoring

- University-level teaching across computer science and creative-tech domains
- Course coordination, syllabus revision, outcomes-based lesson planning
- Assessment design (rubrics, structured activities, peer review)
- Coaching students through creative confidence, deadlines, and production constraints
- Advising thesis projects and facilitating intervention discussions when needed

Courses Taught

Web Application Development · Game Development / Game Art Development · UI/UX · Digital Painting · Game Audio Design · Drawing Foundations · Game Concept Art · Computer Game Theory (Game Studies) · Linear Algebra · Computer Graphics · Object-Oriented Programming · 3D Rendering · Game Narratives (Storytelling) · Art Studies and History · Foundations of Programming

◆ SEMINARS CONDUCTED

- Digital Painting Workshop — De La Salle University (2024)
- CGArts Review Course — De La Salle University (2021)
- Augmented Reality in the Classroom — University of the Philippines, Los Baños (2018)

◆ PROFESSIONAL DEVELOPMENT

- CGArts Certified Instructor
- Unity Certified Developer

Seminars in: Instructional Design · Educational Technology · Adobe Creative Cloud · Leadership & Training · Game Development · Game Design · Curriculum Development

◆ INTERESTS

Digital painting and creative media production · Game development · Songwriting and music production

◆ REFERENCES

Dr. Rafael Cabredo

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Ms. Mary Grace Orquiza

GrayMatters Psychological & Consultancy, Inc.
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