KEVIN SUTRISNO

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EXPERIENCE

Unity Developer (Contract)   **Feb 2019 – Present**
Krikey – San Francisco, CA

- ❖ Developed Augmented Reality mini games for both IOS and Android
- ❖ Product ownership over each game features and implementation
- ❖ Worked on both single player and multiplayer aspect of the mini games
- ❖ Contribute in both design and user experiences of the mini games

Unity Developer (Contract)   **Sep 2018 – Dec 2019**
Blok Party – South San Francisco, CA

- ❖ Worked on multiple classic card games such as Hearts/ Spades and party games such as Card Against Humanity for both the PlayTable console and Handheld (mobile).
- ❖ Programmed the gameplay as well as the cards and UI animation

Unity Programmer Intern   **Jun 2016 – Aug 2016**
Anantarupa Studio – Jakarta, Indonesia

- ❖ Developed a level builder for a mobile space-shooter/ base defense game
- ❖ Designed and coded 8 different types of hazard that the player can put on the level
- ❖ Created a save system

PERSONAL PROJECTS

- ❖ **Dimension Hunter –** A 2D Metroidvania game made in Unity. Lead developer of the game, responsible for the design, art and programming.
- ❖ **Slime Escape From Hell** – A 2D Rogue-like dungeon crawler game. Programmed the weapon and inventory system while also created the art.
- ❖ **Hazel** – A 3D Hack & Slash game. Lead programmer for the project, in charge of the player combat and camera system as well as the enemy AI.
- ❖ **1st Person Shooter AI** – A 1st person shooter game level, demonstrating the use of Unreal Engine Behaviour Tree.
- ❖ **Multiplayer Minesweeper** – A multiplayer minesweeper game made with SDL and C++. Made both client and server with the help of Win32 Socket API and Google Protobuf.

SKILLS

- ❖ Advanced knowledge in C++, C#, Unity3D
- ❖ Proficient in Unreal Engine, Visual Studio, Microsoft Office, Adobe Photoshop, Maya, Tiled, Perforce, Git, XML, JSON, JavaScript, Lua, HTML, CSS, Python
- ❖ Knowledge in Rapid Prototyping, Level Design, AI Design, Game System Design, Combat Design, AI Programming, Network Programming, Graphics Programming, Mobile Game Development, VR/AR Game Development, Game UI/UX, 3D Modeling, and Pixel Art
- ❖ Capable of working independently as well as in team to accomplish common goals

EDUCATION

Bachelor of Science in Game Programming (B.S)   **San Francisco, CA**
Academy of Art University   **2018**