Owen Siau

Computer Science Undergraduate

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🎓 Education

Computer Science, *Bina Nusantara University*   08/2023 – present

- **PharmaPlan** — Responsive Pharmacy Website   Tangerang, Indonesia
  UI/UX Designer · Figma, React, Vite
  Designed UI/UX for a pharmacy web app and collaborated with developers using React and Vite. Learned practical applications of responsive design, design systems, and component-based architecture.

- **Awakened Things** — 2D Platformer Game
  Game Developer · GameMaker Studio
  Developed a 2D action game with enemy AI, collision systems, room transitions, and level progression. Gained hands-on experience in game loop logic, event handling, and object interaction.

High School, *SMA Kalam Kudus Bali*   06/2020 – 06/2023

- Served as **OSIS member (2021–2022)**, organizing and managing school-wide events   Bali, Indonesia
- **Scorekeeper for inter-school basketball tournament,** ensuring accurate tracking of game stats

🧠 Hard Skills

Programming Languages — Java │ C │ Python (basic)

Web & App Development — HTML │ CSS │ Typescript │ JavaScript (basic) │ Git │ React.js │ Vite

Design Tools — Figma │ Axure RP

UI/UX Design Techniques — Wireframing │ Prototyping │ User Flows │ Low- & High-Fidelity Prototypes │ Heuristic Evaluation │ Usability Testing │ Persona Creation

Game Development — Game Design │ Game Mechanics │ Gameplay Loops │ Enemy AI │ Collision Systems │ Leveling Progression │ Event Handling

🌐 Languages

Bahasa — Native/Bilingual   **English** — Fluent

Mandarin — Basic

🧩 Soft Skills

- Team Collaboration
- Communication
- Adaptibility
- Time Management
- Problem Solving
- Willingness to Learn