Andreas Geraldo

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Informatics Graduate at Pelita Harapan University, looking to use my skills and learn more in the position of software engineer / game developer

Work Experience

Internship – Junior Programmer PT. Indokreasi Studios September 2019 – January 2020

- Worked with the Unity Engine and a store-bought asset NGUI.
- Took part in implementing user interface for a game project using the NGUI asset.

Helpdesk Staff PT. Padaidi August 2020 – February 2021

Formal Education

Pelita Harapan University

Bachelor of Computer Science 2016 – 2020

 Worked with a team to make a simple game (Ping pong game with powerups) using the Unity Engine.

Non-Formal Education

Udemy Course

"Complete C# Unity Game Developer 2D"

Completed the course in 14 Jan 2021.

Skills

Able to speak in Bahasa and English.

C++, C, C#, Python, Javascript, PHP.

Software: Unity Game Engine, Microsoft Visual Studio, Microsoft Suite (Excel, Word, Power Point).

Other Experiences

- Appreciation for participating in Seminar "E-Business Start-Up."
- Appreciation for participating in Seminar "Technopreneurship."
- Appreciation for participating Talk
 Show "Business Development in Game Industries."