

ELTON

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Summary

A graduate with Master of IT degree in QUT with passion in software and game development. He has past experience from doing personal projects in his free time, including games, software, and web application. He always strives to be proficient in working as a team, communicating with peers, and solving critical problems.

Skills

- Language: C#, JAVA, MySQL, NodeJS
- Application: Source Tree, Trello, Slack, Unity Engine, Visual Studio, Blender
- Object-Oriented Programming, Game Development

Experience

Student Tutor – Mathematics (2016)

University of Surabaya – Surabaya, East Java, Indonesia

- Assist professor in delivering material, give exercises and mock-up test

Game Programmer - Hook Your Hunger (2018) <https://gamejolt.com/games/Hookyourhunger/352443>

QUT Game Development Club - Brisbane, Australia

- Creating VR game with QUT Game Development Club using Unity engine.

Education

University of Surabaya (UBAYA) – Surabaya, East Java, Indonesia (2015 – 2017)

Bachelor Information Technology, Computer Science Major

- 1st – 5th semester

Queensland University of Technology (QUT) – Brisbane City, QLD, Australia (2018)

Bachelor of Information Technology, Computer Science Major

- 6th – 7th semester

Queensland University of Technology (QUT) – Brisbane City, QLD, Australia (2019 - 2020)

Master of Information Technology, Computer Science Major

Feeling Tweet (2018, Web) – NodeJS, Javascript, CSS, HTML, Microsoft Azure, Docker, SQL (QUT)

A web application that shows a semantic analysis of a twitter stream (in real-time), based on the input keyword.

- This project includes deploying with Docker, hosted using Microsoft Azure, and instances scaling based on the CPU workload.
- Written in NodeJS for the server-side, and javascript for the client-side. The layout is customized using bootstrap.

Bird Conservation Project in Bhutan (2018, Raspberry Pi) – Python, MySQL, Raspberry Pi (QUT)

A device that focuses on teaching the community about endangered birds in Bhutan through a fun and interactive application.

- Features: Bird info, bird piano, bird quiz.
- Made for Raspberry Pi utilizing Tkinter in python.

Creating AI in 3D video game with Imitation Learning in Unity (2019, Windows) – C#, Unity, Visual Studio, Blender (QUT) (Application video: <https://youtu.be/G9E32ZS2xJg>)

A simple platform game application with an AI that is able to complete the game after being trained by a human player, using Imitation Learning.

- Features: AI created with Imitation Learning, simple UI such as main menu/pause/loading screen, a simple level for AI to complete.
- Made for Windows, the game is created using Unity, and character model is created and animated using Blender.

Creating website with React (2020, Web React) – NodeJS, React, EXPO (QUT)

2 Degree project of creating website with React, one is made for pc browser, the other one is made into a mobile app using EXPO.

- Features: Implementing REST API provided from the campus, parse and show the data properly.
- Made for any browser and mobile app with EXPO.

Creating QUT Virtual Navigation App for Android (2020, Android) – Unity, Blender, C# (QUT)

(Application .apk file and screenshots:

<https://drive.google.com/drive/folders/10fmPj0bo-EcpJGWni-0Hx-2Z2rmVQY8o?usp=sharing>)

A 3D mobile application which replicate the environment of QUT Gardens Point, plus a simple navigation system to help students find a building. The project was done with a team of 25+ people.

- Features: All major buildings in GP campus, some environment items like trees and bricks, complete navigation system to all buildings, most of the landscape area of GP campus included, player and camera movement system.
- Made for Android, the application is created using Unity, character model is taken from the free model Unity-Chan! provided by Unity. All buildings are created manually using Blender by the team.
- My contribution: Conducting tutorial of using Blender to create the buildings for the team via Zoom, leading the discussion of the project plan and workload, importing the buildings made in Blender and building the application in Unity.

Personal Project

Rhythm Game – Le Dawn (2015, Windows Desktop, Programmer) – C#, Visual Studio Community

A rhythm game made for a University of Surabaya challenge for 1st semester IT students, in a team of 2.

- Features: tap keyboard based on the rhythm, song selection, play song, pause game, result screen, customize key, music player, and make your own rhythm on any song.
- Made using Windows Form template in Visual Studio.
- Featuring songs from Final Fantasy games.

Cashier Application (2019, Windows Desktop) – C#, MySQL, Visual Studio Community

Cashier application made for a family shop that is able to register items to the database, show the price when an item is scanned, create and print invoice.

- Special feature: connect different unit of measures of an item along with their prices (1 item with different units, e.g. an item with different price for 1 piece and 10 pieces)
- Written in C#, utilizing MySQL Connector/NET to connect to the MySQL database.

Discord Bot (2020, Discord) – NodeJS, JSON

Simple additional made-for-fun Discord Bot utilizing discord.js library, for discord application.

- Features: stream youtube video in a voice channel (with a queue system, along with commands to pause/stop/skip/loop/etc.), auto clean message in a text channel with custom interval (Able to run in different channels of different server, auto start if the bot is restarted)

(In-Progress) 3D Game Application (2018-now, Windows) – C#, Unity Engine

A made-for-fun RPG game application using Unity Engine.

- Features: Character movement and animation, 3D camera system, quest system, dialogue system.
- Heavily using Object Oriented Programming techniques.