# **Darryl Patrick Mathew Kurniawan**

# **Software Engineer - Computer Science Major**

# Contact

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#### **About Me**

Technical Skills Python, C, C++, SQL, JavaScript

Tech Stacks OpenCV, Unity, Godot

• Languages Bahasa Indonesia, English

Interests
AI,Data Science,Database,Front End,Game Dev

## **Education**

Information Engineering

(Aug 2020 - Present) 2 year

Faculty of Mathematics and Natural Sciences Udayana University

- Current GPA : **3,91** (1<sup>st</sup> 5<sup>th</sup> semester)
- o Big data Major's

## **Project**

Web Profile

(June 2022)

- o Created Profile web for portofolio
- o Implemented Reactis for interactive element
- Used HTML,CSS,JavaScript
- Face Detector app

(April 2022)

- $\circ\quad$  Created Program that can detect faces with by webcam or image
- Used OpenCV ,Python,XML file
- o Created features to make the app can give a mark when it detects a face
- 2d Platformer Game

(September 2021)

- o Created 2d platformer game for pc with key, obstacles, and mobs
- Used Godot game engine , Asset from Kenney
- 2048 Game

(June 2021)

- o Created 2048 game multiplatform (PC,Android)
- Used unity game engine for Controller pc and android