Matthew A. Haryanto

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EDUCATION

University of British Columbia   Vancouver, Canada
Bachelor of Science   *September 2023 – May 2027*

St. Louis 1 Catholic High School Surabaya   Surabaya, Indonesia
High School Diploma in Natural Sciences   *July 2020 – May 2023*

TECHNICAL SKILLS

Languages: C#, Java, C++, HTML/CSS, Javascript, Typescript, Racket, Lua, Python, R
Frameworks: React, Next.js, SvelteKit, Node.js, JUnit, TailwindCSS, Material-UI, Chakra-UI, MongoDB
Developer Tools: Git, Google Cloud Platform, VS Code, Visual Studio, IntelliJ, Unity, Blender, GIMP

PROJECTS

UBC Game Developer Club Project − *Unity 2D, C#, Unity Tile Editor* − Github ⬀
- Developed a 2D platformer game, featuring dynamic movement through hand-crafted tilesets.
- Programmed a chasing AI system for a rigged 2D dragon enemy, enhancing player engagement and challenge.
- Collaborated with artists, sound designers, and writers to enhance the game's immersive experience through visuals, audio effects, and storytelling.
- Optimized game performance by implementing efficient coding practices and asset management techniques.

Pickup: Pick Up Your Game − *React, Javascript, Chakra-UI, Google Maps API* − Github ⬀
- Installed the Google Maps API for map integration, utilized JavaScript and React to design an intuitive user interface.
- Designed and developed a web application aimed at fostering community engagement among sports enthusiasts.
- Implemented an intuitive user interface with JavaScript and React to present optimized budgeting solutions derived from the algorithm's analysis, enhancing user financial management and decision-making capabilities.

Budget Planner − *React, Javascript, ChakraUI, Java* − Github ⬀
- Showcased my prowess in a high-stakes arena by competing in a rigorous 9-hour hackathon against 200 other participants.
- Engineered an algorithm with Java to compute user budgets, leveraging input processing techniques to tailor personalized plans.
- Implemented an intuitive user interface with JavaScript and React to present optimized budgeting solutions derived from the algorithm's analysis, enhancing user financial management and decision-making capabilities.

Carture − *Unity 3D, Unity Polybrush, C#, Blender, GIMP* − Github ⬀
- Conceptualized and orchestrated the dynamic game environment featuring a car as the protagonist, navigating meticulously crafted landscapes adorned with lush trees, rugged rocks, towering cliffs, and charming huts.
- Designed and implemented a keyboard-controlled car steering system, enabling intuitive navigation through the hand-crafted environment.
- Leveraged Blender's versatile modeling capabilities to craft immersive 3D assets, seamlessly integrating them into the game environment for a cohesive user experience.

EXPERIENCE

Bakti Millennial Committee   Oct. 2020 – Jan. 2021
Bakti Millennial Youth Organization   *Bintan, Indonesia*
- Arranged local knowledge sharing events for 40 locals and led various fun workshops with the local team.
- Led the creation of EcoBrick trash cans alongside a team of 4, driving collaborative efforts with local communities to promote sustainable waste management practices.

St. Louis Hot English Committee   July 2022 – Oct. 2022
St. Louis 1 Catholic High School   *Surabaya, Indonesia*
- Organized St. Louis' prestigious English competition that attracted over 100 participants from schools across the city.
- Developed comprehensive event proposals and timelines, collaborating closely with other departments to streamline our vision and objectives, resulting in successful event outcomes.