

# Muh. Adrian Dwi Putra

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## ABOUT ME

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I'm a passionate game developer skilled in Lua and LÖVE, a game framework used by game developers to create their dream game. I'm also a backend developer knowledgeable in Python, FastAPI, and SQLAlchemy. Not only that, I also have knowledge in software reverse engineering and great problem solving skill along with good teamwork. I'm currently excited on Artificial Intelligence development especially in on-device inference for mobile platforms.

## EDUCATION

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**Hasanuddin University** · Makassar, Indonesia

August 2019–February 2024

*Bachelor of Computer Science in Information Systems, 3.88/4.00*

- Outstanding Student at Mathematics Department Faculty of Mathematics and Natural Science Early Semester Academic Year 2020–2021
- Outstanding Student in Grade Point Average Category at Mathematics Department Faculty of Mathematics and Natural Science Academic Year 2021–2022

## WORK EXPERIENCE

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**CV. NPE Digital**

Makassar, Indonesia

**Backend Developer**

August 2023

- Implemented History and Checkout feature of an E-Logbook app for medical student at University of Muslim Indonesia. Tech stack: TypeScript, Express.js, Prisma, MySQL.

**Remote Contract Work at Private Company**

California, United States

**Game Developer**

February 2021–February 2023

- Making online 2D game for Android, iOS, and PC along with its online server backend. Tech stack: Lua, LÖVE, Python, Flask, SQLAlchemy, PostgreSQL.
- Together with small team helped translating client vision to fun playable game experience.

**LÖVE Development Team**

**Software Developer**

October 2019–Present

- Improving LÖVE game framework features in Android to have feature-parity with other platforms. Tech stack: Java, C++, OpenAL, OpenGL, SDL2.
- Adding features and fixing bugs in the software to improve game developers experience.
- Ensuring every change passes automated testing using Continuous Integration with GitHub Actions.

## OTHER EXPERIENCE

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- Knowledgeable in database normalization and common RDBMS such as MySQL, PostgreSQL, and SQLite3.
- Knowledgeable in Software Reverse Engineering (SRE) and Application Binary Interface (ABI).
- Presented Object-Oriented Programming with Java in lab environment at Hasanuddin University using easy to understand terminology.
- Great problem solving skills, good teamwork.

## PROJECTS

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- **Live Simulator: 2**, a rhythm game clone for Windows, Linux, and Android. Tech stack: Lua, LÖVE
- **RIME**, Progressive Web Application to read and remove image metadata with client-side programming. Works even offline. Tech stack: HTML5, CSS, JavaScript
- **NPPS4**, server implementation of a certain rhythm idol game. Tech stack: Python, FastAPI, SQLAlchemy.
- **Name Gender Classification**, binary gender classification using LSTM and on-device (browser) inference. Tech stack: Python, PyTorch, JavaScript, ONNX Runtime.

## PROGRAMMING LANGUAGES

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- Expert in Lua
- Advanced in Python
- Intermediate in C/C++, Java, and JavaScript
- Advanced Beginner in TypeScript and C#

## SPOKEN LANGUAGE

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- Native Indonesia
- Professional Working English