



Aurelius Trisandio P

COMPUTER SCIENCE

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SKILL

- C#, Java, C Language
- Unity
- 3D Game Assets
- Game Designer
- Game Animation
- HTML, CSS, Java Script

ABOUT ME

I am a student of bina Nusantara university (Binus). I am majoring in Computer Science, and I am currently studying game application and technology. I often play the role of game designer and game programmer. There are several programming languages that I can speak, the programming languages that I am very interested in are, C# and Java. In these programming languages I really understand the concept of Object Oriented Programming (OOP).

EMPLOYMENT HISTORY

Packing, Bravo Creative Studio (July 2021 - August 2021)

I once worked at Bravo Creative Studio, as the person who wrapped the items that would be shipped to customers. In a short time, I was able to learn how to work as a team and also get better at managing my time.

INTERNSHIP

Network Administrator, RAHAJASA MEDIA INTERNET (RADNEXT) (March 2019 - August 2019)

I did an internship as a network administrator there, at RADNEXT. I once did a six-month internship. In those six months, I got to know how to use Debian Server, configure Routers, understand many topologies, and many other Network administration tasks.

VOLUNTEER

Programming Teacher, SMAK St. Yoseph Denpasar (August 2022 - September 2022)

I once volunteered to teach basic programming to the students of SMAK St. Yoseph Denpasar. For one month, I learned how to communicate in public, I also learned how to deliver a topic well, and also how to read the atmosphere in the classroom.

Lecturer Assistant, "Immersive Technology" (05 November 2022)

Being a lecturer's assistant made me more confident when standing in front of the public. A valuable experience for me was making games in Flowlab Game Creation. In a short time I was able to understand how to make a game in a simple way.

EDUCATION

- University Bina Nusantara (2021-2025)
- SMKK St. Louis (2018-2021)