Aurelius Trisandio P

COMPUTER SCIENCE

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🌐 relius-tp.github.io

SKILL

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

EDUCATION

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

ABOUT ME

I am a student of Bina Nusantara University (Binus). I'm majoring in Computer Science, and I'm currently studying Game Application and Technology. I mostly work as a game designer and game progammer. There are some programming languages that I dominated, 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).

INTERNSHIP

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

- Know about Debian Server
- Learning many Topology
- Configuration Router
- Troubleshooting and Maintenance
- Network Documentation

VOLUNTEER

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

- Communicate in front of class
- Deliver a topic as well
- Read the classroom situation

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

- Confident when standing in front of the public.
- Making games in Flowlab Game Creation
- Conveys meaning well
- Helping student problem in class

PROJECT

Game Designer & Programmer, Jelajah Nusantara (September 2023 - December 2023)

- Design Level
- Mechanicals Game
- Player Script
- Lobby Scene
- Bos Stage Scene
- Skill Check

Game Designer & Programmer, Lawang sewu (October 2023 - January 2024)

- Player 2 Script
- HP Point
- Player 1 Tracker
- Main Menu