



# CHRISTOPHER NATHANAEL TESSY

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South Jakarta, DKI Jakarta.

A final-year Computer Science student passionate about both game and web development. Experienced in building interactive, Unity-powered games like TypeCaster, complemented by solid front-end development skills. I create engaging user experiences across platforms, blending creative design with technical execution.

## EDUCATION

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### Bina Nusantara University (BINUS) - Jakarta, Indonesia

Sep 2021 - Sep 2025 (Expected)

*Bachelor's Degree in Computer Science*

- Maintained a 3.8+ GPA.
- Achieved a score of 633 on the Bina Nusantara English Proficiency Test (BUEPT).
- Developing a website for donating to orphanages in Greater Jakarta using Vue.js and Spring Boot for thesis.

## WORK EXPERIENCE

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### TBA Studio - Jakarta, Indonesia

Sept 2024 - Present

*Co-founder and Lead Programmer*

- Designed and developed TypeCaster, a typing-based RPG, reaching 1,600+ views and 600+ plays on itch.io (as of May 2025).
- Led core gameplay programming, UI implementation, and performance optimization in Unity.
- Worked with Unity, C#, Git, GitHub, and Figma.

### Newtn - Jakarta, Indonesia

Jan 2025 - Present

*Front-end Developer*

- Contributing to the development of Newtn's company profile website, ensuring a responsive and modern user experience.
- Worked with Git, GitHub, React, Next.js, Tailwind CSS, and TypeScript.

### Apple Developer Academy @ BINUS - Tangerang, Indonesia

Mar 2024 - Dec 2024

*Junior iOS Developer and Game Developer*

- Actively participated in multiple sessions about iOS development, game development, UI/UX design, and project management.
- Developed and contributed to 7 projects, including 1 UI/UX design project, 3 iOS applications, and 3 game projects.
- Worked with Git, GitHub, Figma, Swift, SwiftUI, UIKit, Combine, SwiftData, C#, and Unity.

### WebCreativs - Jakarta, Indonesia

May 2023 - Mar 2024

*Co-founder and Front-end Developer*

- Developed and launched responsive websites for 2 clients, ensuring seamless user experiences across devices.
- Collaborated with designers and back-end developers to create intuitive UI/UX solutions aligned with client branding.
- Assisted in managing client relationships, gathering requirements, presenting design prototypes, and iterating based on feedback.
- Facilitated regular team meetings, enhancing collaboration and project efficiency.
- Worked with Git, GitHub, HTML, CSS, Tailwind CSS, Bootstrap, JavaScript, jQuery, and WordPress.

### Freelance - Jakarta, Indonesia

Sep 2022 - May 2023

*Full-stack Web Developer*

- Developed and deployed full-stack applications, handling both front-end and back-end development.
- Engaged in direct client communication to gather requirements, propose solutions, and ensure project alignment with business needs.
- Implemented version control, testing, and code optimization best practices, ensuring stable and maintainable solutions.
- Worked with Git, GitHub, HTML, CSS, Tailwind CSS, JavaScript, jQuery, PHP, Laravel, WordPress, and WooCommerce.

## ORGANIZATIONAL EXPERIENCE

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### FAVE Solution - Jakarta, Indonesia

Feb 2023 - Feb 2024

#### Project Manager and Front-end Developer

- Led and managed a team of software developers to deliver 2 projects on time and within budget, ensuring high-quality outcomes.
- Actively developed front-end solutions for client projects, implementing responsive and high-performance user interfaces.
- Collaborated with developers and designers to build seamless UI/UX experiences aligned with client requirements.
- Organized and facilitated regular internal meetings, including weekly SCRUM sessions, to promote team collaboration and effective communication.
- Worked with Git, GitHub, GitLab, HTML, CSS, Tailwind CSS, Bootstrap, JavaScript, JQuery, PHP, and Laravel.

### Bina Nusantara Computer Club - Jakarta, Indonesia

Feb 2022 - Feb 2023

#### Activist

- Participated in comprehensive training programs covering Front-End, Back-End, Mobile Development, UI/UX Design, and Project Management.
- Developed the front-end for BNCC Opening Season, the club's annual event, which successfully registered over 1,000 users.
- Served as a Front-End Development Trainer for BNCC Codesign 2022, mentoring 150+ participants in practical web development skills.
- Acted as Design and Documentation Coordinator for BNCC Techno Talk II 2022, a large-scale tech seminar attended by 1,200+ participants, ensuring visual and written materials met professional standards.
- Worked with Git, GitHub, GitLab, HTML, CSS, Tailwind CSS, Bootstrap, JavaScript, JQuery, PHP, and Laravel.

## PROJECTS

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### TypeCaster (<https://tba-studio.itch.io/typecaster>)

#### Lead Programmer

- Designed and implemented the core gameplay mechanics using Unity.
- Developed custom GUI elements to support intuitive player interaction.
- Optimized game code to improve performance and maintain stable frame rates.

Technology Stack: Unity.

Achievements: Game demo accumulated 1600+ views and 690+ plays in itch.io as of May 2025.

### PT. Dutacitra Nusa Jaya (<https://automaticdoordutacitra.com>)

#### Full Stack Developer

- Developed a responsive web platform from a given design.
- Implemented bilingual support (English & Bahasa Indonesia) for wider accessibility.
- Integrated a contact form that directly connects inquiries to the company's email.
- Optimized front-end performance for fast loading times and seamless interactions.

Technology Stack: PHP, Laravel, CSS, Tailwind CSS, JavaScript, JQuery.

Achievements: Successfully developed and deployed on time.

## SKILLS

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- **Game Development:**  
Unity, C#, itch.io.
- **Front-end:**  
HTML, CSS, Tailwind CSS, JavaScript, TypeScript, React, Next.js, Vue.js.
- **Back-End:**  
PHP, Laravel.
- **Design:**  
Figma.
- **Tools & Platforms:**  
Git, GitHub, WordPress, Elementor, Woocommerce, Visual Studio Code.