KEVIN SURIAWIJAYA

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SKILLS

React, Redux, Ruby on Rails, Express, AWS, MongoDB, Javascript, Python, Java, C, C#, Unity, HTML5, CSS3, SQL, Git

PROJECTS

boneappletea (Ruby on Rails, JavaScript, React, Redux, HTML5, AWS, CSS3)   live site | github

A fullstack single-page bon appetit clone where users can share what they love about recipes.
- Nested backend routes and refactored JSON builders to create a flat state shape which minimized computation and API queries in the frontend.
- Engineered a search feature leveraging Rails' built-in polymorphic associations to query the database using ingredients among other 'tags'.
- Implemented react hooks to increase encapsulation and dry up code relying on life-cycle methods.

little ones   (JavaScript, HTML5, CSS)   live site | github

An audio-centric sandbox for creating music with ridiculous sounds.
- Utilized Javascript's built-in library for audio and canvas as the primary building blocks of interaction.
- Used a colorblind-friendly palette to make application accessible to more audiences.
- Refactored early and often on the design of the system and the objects for ease of future updates.

WhatNow   (MongoDB, Express, React, Redux, Node, JavaScript, Google Maps API, Yelp API)   live site | github

An application to help you decide on what to do with the remaining hours of the day; created by a team of 4.
- Facilitated team's git workflow to increase productivity and expand features within strict time frame.
- Incorporated Google Maps and Location API calls into our central feature to engage users with real-time events.
- Reorganized our keys database and API keys into .env and dev files to abstract access and protect our application from malicious users/scripts.

everybody's sad (Unity, C#, SteamVR)   live site | steam

A light-hearted VR game about self-care created by a team of 12.
- Streamlined player movement and visual scripts creating more intuitive actions and lessening nausea.
- Conducted playtests to balance emotion script, tweak custom and steam library scripts, and gauge character sentiment.
- Wrote scripts to remedy edge cases and freedom in VR throughout the central game loop.
- Awarded the GameGo grant; showcased at IndieCade, Intel GameDev panel at GDC, and DreamHack Indie Playground.

EXPERIENCE

Programming Intern

Protabit   Jun 2017 - Aug 2017
- Authored a web JavaScript and Python application to scrape data from research publications utilizing d3 libraries.
- Refined math formulas for color interpolation through reverse-engineering.

Reader & Tutor | Foundations of Video Game Design

University of California, Santa Cruz   Jan 2016 - Mar 2016
- Consulted a class of 30 students on project ideas and achievable goals within allotted time frames.
- Taught students about limitations of Twine and GameMaker and pointed out common misconceptions and how to write helper scripts in GML.
- Collaborated with staff and peers to shape the curriculum.

EDUCATION

Web Development - *App Academy | Fall 2019*
BS Computer Science: Computer Game Design - *University of California, Santa Cruz | 2014 - 2018*