

# KEVIN SURIAWIJAYA

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[PORTFOLIO](#)

[GITHUB](#)

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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 objects for more extensible code.

**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 a 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