KEVIN SURIAWIJAYA

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SKILLS

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

PROJECTS

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

A full stack single-page bon appetit clone where users can share what they love about recipes; created solo
- Refactored JSON builder files to maintain a flat state shape and minimized logic and API queries in the frontend.
- Built a search feature leveraging Rails' built-in polymorphic associations to query the database to allow for direct and convenient access to specific recipes.
- Integrated Amazon S3 and PostgresSQL using Rails ActiveRecord associations to allow for faster and easier storage.

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

An audio-centric sandbox for creating music with ridiculous sounds; created solo
- Utilized Javascript's built-in library for audio and canvas as the primary building blocks of interaction.
- Used a colorblind-friendly palette to make the 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

A web app enabling users to find activities in SF on the fly; 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 restrict 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 cross-functional 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 which arose in manually testing the central game loop.
- Awarded the GameGo grant; showcased at IndieCade, Intel GameDev panel at GDC, and DreamHack Indie Playground.

EXPERIENCE

Technical Admission Specialist

App Academy   January 2020 - Present
- Conduct technical screenings of applicants in a variety of coding languages including Javascript, Python, and Ruby.
- Guide candidates through algorithmic and critical thinking exercises with responsive analysis and feedback.
- Assess technical and behavioral aptitudes of candidates prior to admission to ensure a good fit.

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*