ANATHA PINDHIKA HERMAWAN

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SUMMARY

Undergraduate in Computer Science with a concentration in Game Application and Technology, currently pursuing a Master of Computer Science (MTI) at Binus University with a focus on Data Science. I have strong technical skills in Game Development, AR, and VR, reinforced by hands-on experience as an intern at FxMedia, where I learned about AR and VR and I also have experience developing Roblox games.

WORK EXPERIENCE

Intern Unity Developer, FxMedia Technology

Feb 2023 - Nov 2023

- Developed augmented reality (AR) games in Unity using TiltFive and tested AR platforms, delivering immersive and interactive experiences.
- Tested and integrated AI SDKs, implementing AI-driven behaviors in non-playable characters (NPCs) to enhance game realism and engagement.
- Collaborated with a team on the Roblox Studio, contributing to the development and refinement of games for an active player community.

Start Up Export-Import, Part of Organization

Jan 2022- Apr 2023

- · Managed all changes that occur on social media and websites.
- Looking for buyers and also expanding relations with suppliers.

EDUCATION

Master's Degree, Computer Science Binus University

. Data Science Concentration

2023 - 2025 (Present)

. Current GPA: 3.77

Bachelor's Degree, Computer Science

Binus University

. Game Application Concentration

. GPA: 3.27

High School, MIPA

2017 - 2022

SMA Fons Vitae 2
Grade: 85

ADDITIONAL INFORMATION

• Technical Skills: C#, C++, Lua, Unity Engine, Roblox Studio, Unreal Engine 5

- Languages: Bahasa Indonesia, English
- **Certifications:** Alibaba ACA Cloud Computing, Apsara Alibaba Clouder AI, Google Play Store Listing

2020 - 2024