

Katherine Philip

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SKILLS

• LANGUAGES

Javascript/TypeScript
Rust
C#
C++
Common Lisp
Java &

• ENGINE/FRAMEWORKS

React/React Native
.NET (MVC, WPF)
Node.js
Unity3D
Prisma/Apollo GraphQL
PostgreSQL/MySQL/MS SQL

• INTERESTS

PL & Compilers
Game Development
Web Development
Bioinformatics
Machine Learning

EDUCATION

SURYA UNIVERSITY, Tangerang, Indonesia

Human Computer Interaction (B.Sc), 2015 – 2019

- GPA: 3.5/4.0
- Thesis: Design and Implementation of Entity Component System Architecture for Game Development in Godot.
- Awardee of Surya University's Dean's List 2017 and 2018.
- Served as a Teaching Assistant for Game Middleware spring 2017 class.

PROFESSIONAL EXPERIENCE

KODEFOX, INC.

US-based web and mobile app development house.

Software Engineer - Rust Lead, Apr 2019 – present

- Pioneered and led the Rust adoption initiative—explored the language and its ecosystem for full stack web development and WebAssembly target platform.
- Developed a Rust training curriculum for KodeFox's employee onboarding bootcamp. Produced text and video learning materials and taught classes to old and new employees.
- Led projects using Rust web technologies such as Actix-Web and Diesel for back end development.

Full stack engineer, June 2018 – Apr 2019

- Collaborated closely with team members—both in-house engineers and remote contractors—to develop web and mobile applications in React and React Native.
- Designed and maintained scalable back end technologies in Node.js and .NET, serving APIs with REST and GraphQL.
- Deployed web and mobile applications including Sampoerna ComDash, a data analytics platform, ElitePro, a customer service/sales management platform, and Tallio Talent Assist, an employee management service for healthcare professionals.

MINTSPHERE

PC and console game development studio.

Generalist Intern, Jan 2018 – Apr 2018

- Designed and developed multiple small games in Unity3D and C# for an upcoming educational project (NDA).
- Assisted with in-company training of game development technologies such as Spine, Unity3D and GraphicsGale.
- Illustrated art assets for MINTSPHERE's flagship game, "Project Phantom".

MATATA, CORP.

UK-based mobile and educational game development studio.

Game Programmer Intern, Jan 2017 – Mar 2017

- Developed a mobile 3D game "Perpus" for Matata Studio's PR showcase event, and presented it in front of press and investors.
- Collaboratively planned and developed VR/AR tooling for game development in Unity3D.
- Worked closely with teams on different games and software projects, assisting each other throughout the development process.

FREELANCE ARTIST

Jan 2015 - present

- Producing high-quality artwork, ranging from promotional artworks, concept art, illustrations, game art, and comics for various personal and commercial clients.
- Most notable experience as concept artist and generalist artist for Renaine, a video game exhibited at Tokyo Game Show 2018 and will be released on Steam and Nintendo Switch in 2020.

ADDITIONAL EXPERIENCES

ENGLISH PARLIAMENTARY DEBATE

September 2015 – September 2018

- Debated and adjudicated with English Debating Society Surya University.
- Served as the head of Tournament division, managing registration, paperwork (proposals, absence letters, etc), accommodation and other personnel needs for teams participating in debate championships.

CREATIVE CIRCLE MANAGER

February 2015 – August 2017

- Led an independent creative circle team of seven, regularly participating in local artist exhibitions.
- Managed exhibitions from start to finish, from supervising talents in the content production process, handling the printing process for books and merchandises, and acting as a field manager on exhibition day.
- Served as the treasury and accountant, managing the creative circle's general ledger and drafting financial statements.