

# Katherine Philip

— katherinephilip98@gmail.com | atsuzaki.com —

## SKILLS

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### • LANGUAGES

**Rust**  
**Javascript/TypeScript**  
**C#**  
**C++**  
Common Lisp

### • ENGINE/FRAMEWORKS

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

### • INTERESTS

**PL & Compilers**  
**Game Development**  
**Web Development**  
Bioinformatics  
Machine Learning

## EDUCATION

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### **SURYA UNIVERSITY, Tangerang, Indonesia**

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

- **GPA: 3.56/4.0 (#1 in graduating class)**
- 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

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### **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**

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### **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.