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## Education

### STATE ISLAMIC UNIVERSITY OF MAULANA MALIK IBRAHIM MALANG

Informatics Engineering, GPA: 3.36/4.0

Thesis : 2D Game Engine Development Using Entity Component System Architecture

Malang, East Java

Expected 2025

### Atambua 1 State Senior High School

One of school representative for math quiz (CCM) participant at UNDANA Kupang

Atambua, East Nusa Tenggara

July, 2018

## Experience

### CV. Sanggar Corp

#### CMS Developer Intern

Malang, East Java

March 2022 – April 2022

- Developed a journal submission website using Open Journal System (OJS)
- Maintain company's website contents by cleanse, organize, and back up all of the articles skills, knowledge, abilities, or achievements.

### Spectral Synergy

#### Game Programmer (Godot)

Remote

June 2024 – October 2024

- Implemented additional user interface and combat features.
- Fix bugs and testing game features.

### Gamarista Studio

#### Lead Game Developer

Malang, East Java

February 2024 – February 2025

- Lead all of game projects for the new founded game studio.
- Develop three game including programming and designing.
- Successfully attend Indonesia Game Developer Exchange (IGDX) 2024 to showcase all of the game made.

## Leadership & Activities

### The Farmer

#### Game Developer

Malang, East Java

July 2022 – July 2023

- Collaborated with some college friends to make games and participate in several competition such as Indie Game Ignite (IGI) 2022.
- Managed to create game from start to finish by make 3D asset model and its animation, programming, and game design.

## Technical & Projects

**Languages:** Advanced - English and Native – Bahasa Indonesia

**Programming:** GDScript, C++, JavaScript, Python, PHP, Java, C#

**Tool Skills:** Godot Engine, Blender, Unity, Aseprite/Libresprite, Inkscape

### 2D Game Engine with C++ and SFML

Developed 2D Game Engine based on Entity Component System (ECS) Architecture with a lot of features build from scratch such as scene system, asset system, input map, collision detection, and more.

### Watch Your Back : Train Surfer

Developed 3D game with self-made 3D asset and animation, self-made finite state machine, and implemented game-play logic.

### Giggles And Gold

Developed 2D game with turn-based mechanics with unique gameplay aspects.