Chandra Gunawan

Malang, East Java 65151 • beyonddd.games@gmail.com • +6282145497148 • https://github.com/beyondchan28

Education

STATE ISLAMIC UNIVERSITY OF MAULANA MALIK IBRAHIM MALANG   Malang, East Java
Informatics Engineering, GPA: 3.36/4.0   Expected 2025
Thesis : 2D Game Engine Development Using Entity Component System Architecture

Atambua 1 State Senior High School   Atambua, East Nusa Tenggara
One of school representative for math quiz (CCM) participant at UNDANA Kupang   July, 2018

Experience

CV. Sanggar Corp   Malang, East Java
CMS Developer Intern   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.

Leadership & Activities

The Farmer   Malang, East Java
Game Developer   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.

Gamarista Studio   Malang, East Java
Lead Game Developer   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.

Technical & Projects

Languages: Advanced - English and Native – Bahasa Indonesia
Programming: GDScript, C++, JavaScript, Python, PHP, Java, C#
Tool Skills: Godot Engine, Blender, Aseprite/Libresprite, Inkscape, Unity

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.

Beyonddd-JS
Developed small 2D framework/engine to create web games with only plain JavaScript and HTML Canvas API.

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.