Chandra Gunawan

Sleman, Yogyakarta • beyonddd.games@gmail.com • +6282-145-497-148 • github.com/beyondchan28

Summary

Fresh graduate with experienced in software engineering field for more than 6 years with wide variety and hands-on experience in technology such as web, desktop, database, data science, machine learning, computer vision, and games. Specialize in writing performant, organized, self-documented, and ease maintainable code. I am a hard worker, fast learner, self-driven, analytical-minded, and responsible. I am also capable to work individually or in team.

Education

STATE ISLAMIC UNIVERSITY OF MAULANA MALIK IBRAHIM MALANG   Malang, East Java
Infromatics Engineering, GPA: 3.37/4.0   2025
Thesis : 2D Game Engine Development Using Entity Component System Architecture

ATAMBUA 1 STATE SENIOR HIGH SCHOOL   Atambua, East Nusa Tenggara
Natural Science, GPA: 87/100   July 2018
Participant of math quiz (Cerdas Cermat Matematika) at Nusa Cendana University, Kupang

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.

SPECTRAL SYNERGY: REALMS ENTWINED   Remote
Godot Programmer   June 2024 – October 2024
- Implemented additional user interfaces i.e. inventory system with drag and drop feature, turn-based system, and upgradeable items system.
- Fix bugs and testing game features.

GAMARISTA STUDIO   Malang, East Java
Lead Game Developer   February 2024 – February 2025
- Handled all of the projects in terms of programming and other technical side while collaborated with other colleagues in game art and game design.
- Developed three game including programming
- Successfully published a game to Play Store with ads monetization.
- Successfully attend Indonesia Game Developer Exchange (IGDX) 2024 to showcase all the games.

Leadership and Activities

THE FARMER STUDIO   Malang, East Java
Lead 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 and some game jams in order to creating an established indie game studio.
- Managed to create game from start to finish by make 3D asset model and its animation, programming, and game design.
- Programmed two game projects (Train Surfing and Blusukan) and participating in some competitions.

INDIE GAME IGNITE - COMPFEST   Malang, East Java
Lead Game Developer   July 2022 – September 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.

GLOBAL GAME JAM – BULLY BUSTERS   Malang, East Java
Game Programmer   26 January 2024 – 28 January 2024
- Collaborated with some random people to make a game in 48 hours.
- Programmed throwing mechanics, door systems, resource systems, and many more.
- Successfully created a quite unique game with many features in just 48 hours compared to other groups.

Projects

2D GAME ENGINE WITH C++ AND SFML
- Programmed 2D Game Engine based on Entity Component System (ECS) Architecture with a of features build from scratch such as scene system, asset system, input map, collision detection, and more.
- Developed with high performance practices i.e. cache friendly data layout, data-oriented design, and Struct of Arrays (SoA).
- Examined as a thesis project for undergraduate degree.

GIGGLES AND GOLD
- Programmed 2D game with turn-based mechanics with skill systems and different enemies movement behavior and attack pattern.
- Handled the project from ideation, development, production, and post-production.
- Programmed game mechanics, ads monetization, and added some post-published features based on players feedback such as Indonesian translation support and ads appearing mechanism.

REST API WITH FLASK AND WEB CLIENT
- Programmed REST-API News and learning resource about Godot Engine using Python and Flask web framework.
- Programmed web client that can display all the data retrieved from REST-API

CONTENT-BASED IMAGE RETRIEVAL (CBIR)
- Programmed graphical user interface (GUI) application with Python that can detect and retrieve similar image based on input image.
- Created with Python, OpenCV, and Tkinter
- Assessed with Linear Discriminant Analysis algorithm.

INFORMATION SYSTEM – DECISION SUPPORT NATURAL DISASTER
- Programmed web-based information system as decision-making assistant or help the user taking decision based on some criteria.
- Evaluated with Simple Additive Weighting (SAW), Weighted Product (WP), Technique for Order Preference by Similarity to Ideal Solution (TOPSIS), and Multi-Objective Optimization by Ratio Analysis (MOORA).

GEOGRAPHIC INFORMATION SYSTEM – VEHICLE WORKSHOP
- Programmed web-based information system that mapping all vehicle workshop geographic position in Malang City including its contact number and workshop type.
- Programmed with PHP and MySQL database to store the workshop's data.

WATCH YOUR BACK: TRAIN SURFING
- Programmed 3D game with self-made finite state machine as the enemy's game AI behavior, and game-play logic such as fixed-camera movement, health and scoring system, and many more.
- Created 3D retro low-poly style including animation and texture.
- Designed gameplay mechanics, story, and characters visual including its behavior.

Skills

Languages: Advanced - English (TOEFL – 560, 11 December 2024) and Native – Bahasa Indonesia
Programming: Experienced with GDScript, C++, JavaScript, Python, PHP, Java, C#, MySQL, SQL Lite
Tool: Experienced with Godot Engine, Blender, Unity, Aseprite/Libresprite, Inkscape, Linux