

# Christopher Fendika Lee

Game Developer (Unity Programmer)

Jakarta, Indonesia | [E-mail](#) | +6282131415150 | [LinkedIn](#) | [itch.io](#) | [HackerRank](#)

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## SUMMARY

Versatile Game Developer focused on game mechanics and visual polish. Experienced in developing 2D and 3D titles across multiple platforms, ranging from single-player to multiplayer environments. Excels in cross-department collaboration, working closely with artists and designers to deliver cohesive gaming experiences.

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## SKILLS

**LANGUAGES:** C#, C/C++, JavaScript, TypeScript, SQL, Python, GDScript, Go, PHP

**ENGINE & CORE:** Unity, Addressables, Editor Tools, Game Architecture, SOLID Principles, Godot

**MULTIPLAYER:** Mirror, Photon, Nakama

**VISUALS:** URP, Shader Graph, Particle System, UI Toolkit

**LIVE OPS:** Firebase (Analytics/Remote Config), AdMob, IAP Implementation, Adjust, AppLovin

**TOOLS & BACKEND:** Git, Google Cloud Platform, Blender Scripting, REST API

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## WORK EXPERIENCE

### Ikan Asin Production

#### Lead Game Programmer

November 2024 – November 2025

Promoted to lead the programming team for Cisini Stories, a live 2D Narrative RPG while also working on R&D for new titles. Managed the monthly update schedule, planned technical roadmaps with the Project Manager, and mentored junior developers while continuing to write core gameplay code.

- Collaborated with the project manager to plan monthly updates, advising on feasibility and breaking down complex features into smaller, safer releases.
- Led the release of a major content update that doubled revenue, ensuring the game remained stable with zero downtime during the player surge.
- Maintained a 99.4% crash-free user rate by monitoring ANRs (Application Not Responding) and prioritizing critical fixes for live builds.
- Implemented critical LiveOps systems (Remote Config, Automated Bug Reporting), creating the initial analytics/ad stack (Firebase/AdMob) and leading the strategic migration to Adjust/AppLovin to improve revenue tracking.
- Mentored junior programmers and enforced technical standards, using code reviews to ensure strict naming conventions and clean architecture across the team.
- Built a server-authoritative multiplayer prototype that won a spot in an international incubation program. Coded a custom async animation system from scratch to achieve high-quality visuals and “game feel”.

**Ikan Asin Production****Game Programmer****July 2024 – October 2024**

Joined the development of Cisini Stories, a live 2D Narrative RPG, to address critical instability and stabilize legacy infrastructure. Focused on refactoring core systems while maintaining a continuous release schedule for the design team.

- Secured rapid promotion to Lead Game Programmer within 4 months by stabilizing a legacy codebase while ensuring the successful delivery of monthly content updates.
- Executed a seamless refactor of core architectural systems without disrupting the development pipeline, strictly enforcing SOLID principles to untangle coupled code.
- Eliminated critical technical debt and edge-case bugs, resolving performance bottlenecks and reducing crashes for the live player base.
- Represented the engineering team in a cross-studio collaboration, successfully delivering a complete game prototype within a strict 2-week deadline.

**PT Graphie Global Interaktif****Game Developer****March 2023 – June 2024**

Worked on a digital TCG, a photo realistic 3D RPG, and a Match-3 game, bridging the gap between coding and art.

- Developed card mechanics for the TCG and wrote the backend code for a dedicated server using Go.
- Created a Python API for Blender to automatically generate 3D models, while also writing scripts to validate asset quality.
- Improved 3D graphics by baking lighting, adding physics to moving objects, and automating texture generation using OpenCV.
- Designed gameplay features for a match-three game and managed a team of level designers to deliver hundreds of levels.

**PT Graphie Global Interaktif****Game Developer Intern****February 2022 – February 2023**

Contributed to the development and optimization of multiple mobile NFT titles, focusing on performance and asset integration.

- Optimized mobile performance by implementing LOD, baking lighting, compressing assets, and writing custom shaders.
- Accelerated development workflows by scripting custom Unity editor tools and integrating complex third-party assets.
- Implemented backend connectivity for multiplayer features and resolved code defects in template projects.

## INTERESTS

**Dungeons & Dragons (DM):** 5th Edition Dungeon Master, passionate about game balancing, storytelling, and managing long-term player engagement.

**Indie Games:** Active analyst of indie mechanics and game jam trends.

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## EDUCATION

**Bina Nusantara University, Jakarta**

**Bachelor of Computer Science**

**Game Application and Technology.** GPA: 3.67 / 4.00

**July 2019 – July 2023**

Completed degree ahead of schedule at Bina Nusantara University while serving as a dedicated leader in the student game development community.

- Taught game programming and created the [“Talent Group” program](#) to guide new members in developing their own games.
  - Formed and managed a dedicated Game Jam Team, participating in global events like Ludum Dare and GMTK.
  - Co-organized the Indienesia Game Festival 2021, managing logistics for the annual student game showcase.
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## ACHIEVEMENT

- 3<sup>rd</sup> Place, Hackathon 2020 - Bina Nusantara School of Computer Science
  - 1<sup>st</sup> Place, OSK Komputer (Regional Olympiad in Informatics) 2018
  - 2<sup>nd</sup> Place, Informatic Rally Games and Logic (IRGL) 2017 - Petra Christian University
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**LANGUAGES:** Bahasa Indonesia, English