



Darren Keefe Mantaria

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5 June 1996 

Game Developer, Community Manager, Localization, Game Tester, QA Tester

Experience

FEBRUARY 2022 – PRESENT

Client Unity Developer / Platinum Egg, Japan
(Website: <https://www.platinum-egg.com/>)

- Debugging (Looking for Bugs)
- Fixing Bugs from Clients reports
- Made API
- Made UI changes to the game

FEBRUARY 2019 – JULY 2021

Community Manager / goGame, Singapore
(Website: <https://gogame.net/>)

Game

- Provide localization and documentation for the company.
- Provide game support and QA testing for the company.
- Schedule events for games. (About 500 People participants in the event)
- Create some new events or new ideas to make the game more likeable for the players.
- Provide proofread to the localize text. (English to Indonesia and Indonesia to English)
- Monitoring player behavior in game.
- Create a new community channel for the game.
- Making a new post in community channel every week.
- Provide report to the team leader from the player feedback.
- Making Video and Game Banner for Media Social Post.

Marketing

- Contacting Influencers to promote the game.
- Making sales plan on how to engage players.
- Making Press Release for media.
- Facebook Business.

Analysis

- Analysis Player Behavior. (Making sure that the game is friendly for all players)
- Analysis other game revenue. (AppAnnie)
- Research about Influencers data. (Youtube, Instagram, Facebook, Tweet) (This is for making a contract with the influencers to promote the game)

2018 – 2019

Freelance / Indonesia

- Using CSS, Bootstrap to make a Company Profile
- SQL, Database, Laravel, and PHP
- Made API for Company Requests

Skills

- Unity
- Unreal
- Visual Studio
- C++
- C#
- Willing to learn new things
- Able to withstand pressure and learn from mistakes
- Able to work fast

Language

- Indonesia (Native)
- English Business (Advance)
- Japanese (JLPT N2 / BJT J3)

Activities

- Team leader for Indonesia Community Manager (4 people).
- Read news about Metaverse and the newest Technologies
- Deep Understanding about Unity or Unreal
- Participate at Game Programing Online Course.
- Explore my idea by creating simple games

Education

NOVEMBER 2020 – FEBRUARY 2022

Language / Osaka Bunka Kokusai Gakkou, Japan

Learn Japanese (JLPT N2 and BJT J3)

AUGUST 2014 – NOVEMBER 2018

Bachelor (Information Technology) / Sekolah Tinggi Teknik Surabaya, Indonesia

Made Game as a project, GPA 3.00 / 4.00