Jose Katriel

Fullstack Web Developer | Game Developer

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About

I'm a programmer and developer with a design background (Bachelor of Design, Petra Christian University). I build fullstack web applications with a focus on clean UI/UX, performance, and playful interactions and I occasionally create games as well.

On the web, I work with React and Next.js for the frontend, and Node.js or Go with MongoDB for the backend. For game development, I use Unity to build my own titles, including one currently available on Steam.

Education

2015 — 2019

Bachelor's Degree . Petra Christian University

Completed an undergraduate degree in Visual Communication Design (DKV) with a strong focus and high proficiency in 3D modeling, game design, and animation.

Work Experiences

2024 — Present

Fullstack Developer . Freelance @Freightpx

Providing web development services to clients, focusing on creating responsive and modern web applications.

2023 — Present

Indie Game Developer . KatrGames

Developing engaging games with a focus on gameplay mechanics and user experience.

2022 — 2023

Product Design & 3D Modeller . Freelance

Specializing in video production, 3D design, and product visualization for various clients.

2020 — 2022

IT . Tokka.id

Contributed as a web designer, graphic designer, and video editor. Responsibilities included product design, visual content creation, and development support for the Tokka web platform and campaigns.

2019 — 2020

Marketing . Cocrea Indonesia

Created marketing materials and visual designs, focusing on brand consistency and visual communication.

Projects

Website

Amares Residence

Responsive web design for property client using React + Vite + Strapi.

Alpha Pro Engineering

Built a corporate website using PHP (Laravel) with a focus on clean UI and fast performance.

Tokka.id

Built a corporate website using basic HTML, CSS and JS.

FreightPx

Built a small studio website using Next.js with Motion Framer

Backend

Tiny Chaos

Custom Leaderboard backend using Nodejs and MongoDB

Fullstack App

Point11

Stock Management app built with Go, MongoDB, React + Vite. Used for internal business operations to track stock and sales.

Game

Tiny Chaos

Released on Steam, a top down survival roguelite focused on chaotic gameplay and replayability. Designed and developed all gameplay systems and content.

Panic Porter

Developed for Brackeys Game Jam 2025.1, A fast-paced management game where players handle chaotic delivery operations

Mobile Game

Mochi Coin Dozer

Created a coin dozer style mobile game with integrated Google Ads and custom visual assets for the client's inhouse gaming platform.

Traffic Rules

A traffic safety educational game built as a final year project. Received TEDx Jalan Tunjungan's "Most Innovative Project" award.

Skills

Frontend & Framework	React · Vite · Next.js · Tailwind · Typescript · Vue.js
Backend	Nodejs · Go · Strapi · C#
Database & Infrastructure	MongoDB · Supabase · Firebase · Docker
Game Dev	Unity 3D · C#
Design	Figma · After Effect · Illustrator · Blender
Collaboration	Github · Notion