

Kevin Johannes Sutrisno

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Key Skills

- ❖ Unity3D
- ❖ Phaser3
- ❖ React
- ❖ Redux
- ❖ Git/Perforce
- ❖ GameplayProgramming
- ❖ AI Programming
- ❖ Network Programming
- ❖ Game Design
- ❖ Adobe Photoshop
- ❖ Pixel Art

Programming Language

- ❖ C#
- ❖ C++
- ❖ Javascript/Typescript

Education

B.S Game Programming
Academy of Art University
Graduated 2018

Projects & Portfolio



Career History

- | | |
|---|------------------------------|
| Lead Game Engineer <i>Shopee – Jakarta, Indonesia</i> | March 2020 – Present |
| <ul style="list-style-type: none">❖ Lead a team of more than 7 people to develop and maintain multiple games for the Shopee app which has millions of daily active users.❖ Interviewed candidates and build a team from scratch as well as developing a coding standard for Phaser 3 & Typescript game development.❖ Trained new recruits and created a starter guide for their onboarding to the team.❖ Architect tools and codebase in Phaser3 and Typescript. | |
| Front End Engineer <i>Shopee – Jakarta, Indonesia</i> | Nov 2019 – March 2020 |
| <ul style="list-style-type: none">❖ Created leaderboard & result page for the game Shopee Joget in React & Redux❖ Develop the game Shopee Joget in Phaser 3 | |
| Unity Developer (Contract) <i>Krikey – San Francisco, CA</i> | Feb 2019 – May 2019 |
| <ul style="list-style-type: none">❖ Developed Augmented Reality mini games for both IOS and Android❖ Product ownership over each game features and implementation❖ Worked on both single player and multiplayer aspect of the mini games (Networking)❖ Contribute in both design and user experiences of the mini games | |
| Unity Developer (Contract) <i>Blok Party – South San Francisco, CA</i> | Sep 2018 – Dec 2018 |
| <ul style="list-style-type: none">❖ Worked on multiple classic card games such as Hearts/ Spades and party games such as Card Against Humanity for both the Play-Table console and handheld (mobile).❖ Programmed the gameplay as well as the UI animation. | |