Kevin Johannes Sutrisno

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Key Skills

- ❖ Unity3D
- ❖ Phaser3
- ❖ React
- ❖ Redux
- ❖ Git/Perforce
- ❖ Gameplay Programming
- ❖ 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

Founder and Director   **July 2022 – Present**
Fat Raccoon Games - Jakarta, Indonesia
- ❖ Developed and published Dungeon Survival on mobile
- ❖ Currently developing multiple games for steam

Unity Developer (Contract)   **March 2022 – July 2022**
Gigantic Duck – Remote
- ❖ Involved in the development of Bombergrounds Reborn
- ❖ Improved and implemented a lot of the animals abilities
- ❖ Implemented parts of the game UI, emoji system, cosmetics and Bot AI.
- ❖ Helped with bug fixes and optimization

Lead Game Engineer   **March 2020 – May 2021**
Shopee – Jakarta, Indonesia

- ❖ Lead a team of more than 7 people to develop and maintain multiple games for the Shopee app which hasmillions of daily active users.
- ❖ Interviewed candidates and build a team from scratch aswell 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   **Nov 2019 – March 2020**
Shopee – Jakarta, Indonesia

- ❖ Created leaderboard & result page for the game Shopee Joget in React & Redux and the gameplay in Phaser3

Unity Developer (Contract)   **Feb 2019 – May 2019**
Krikey – San Francisco, CA

- ❖ 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)   **Sep 2018 – Dec 2018**
Blok Party – South San Francisco, CA

- ❖ 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).