

# KEVIN JOHANNES SUTRISNO

kevinjsutrisno@gmail.com • (510) 604-4637  
website: ksutrisno.github.io

## EXPERIENCE

---

### 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 2019

*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).
- ❖ Programmed the gameplay as well as the UI animation

### Unity Programmer Intern

Jun 2016 – Aug 2016

*Anantarupa Studio – Jakarta, Indonesia*

- ❖ Developed a level builder for a mobile space-shooter/ base defense game
- ❖ Designed and coded 8 different types of hazard that the player can put on the level
- ❖ Created a save system

## PROJECTS

---

- ❖ **Tap Rush** – An arcade game for Android. Currently published on the Google Play Store. The game has 3 different modes, a fully working in-app purchase and Ads.
- ❖ **Dimension Hunter** – A 2D Metroidvania game made in Unity. Lead developer of the game, responsible for the design, art and programming.
- ❖ **Slime Escape From Hell** – A 2D Rogue-like dungeon crawler game. Programmed the weapon and inventory system while also created the art.
- ❖ **ksutrisno.github.io** – A portfolio website made with react.js, CSS and HTML
- ❖ **Multiplayer Minesweeper** – A multiplayer minesweeper game made with SDL and C++. Made both client and server with the help of Win32 Socket API and Google Protobuf.

## SKILLS

---

- ❖ Advanced knowledge in **C++, C#, Unity3D**
- ❖ Proficient in **JavaScript, HTML, CSS, React.js, Lua, Python, Adobe Photoshop, Unreal Engine, Maya, Perforce, Git, XML, JSON**
- ❖ Knowledge in Rapid Prototyping, Level Design, AI Design, Combat Design, AI Programming, Network Programming, Mobile Game Development, VR/AR Game Development, Game UI/UX, Web Development, 3D Modeling, and Pixel Art
- ❖ Capable of working independently as well as in team to accomplish common goals

## EDUCATION

---

### Bachelor of Science in Game Programming (B.S)

San Francisco, CA

*Academy of Art University*

2018