

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

Lead Game Engineer **March 2020 – Present**
Shopee – Jakarta, Indonesia

- ❖ 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 **Nov 2019 – March 2020**
Shopee – Jakarta, Indonesia

- ❖ Created leaderboard & result page for the game Shopee Joget in React & Redux
- ❖ Develop the game Shopee Joget in Phaser 3

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