Mohamad Harits Nur Fauzan

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Work Experience

Professional Development
April 2020 - June 2021

- Studied game development and computer graphics using Godot Engine, and front-end web development using ReactJS.
- Participated in 3 large-scale game jams as teams of 4, taking the role of team leader and programmer, while assisting on making the game's visuals as well. Significant growth between the three developed games rank were seen, from top 57% to top 16% amongst thousands of participants.

Software Engineer, Terralogiq
April 2019 - May 2020 • Jakarta, Indonesia • Full-Time

- Developed RESTful API using NodeJS, PHP, and Python. Data were stored and managed using MySQL and Redis.
- Developed responsive web and mobile applications using ReactJS, React Native, and Webpack.
- Worked in a team of 3-5 developers with Scrum methodology in mind.

Software Engineer, Pandusiwi
January - February 2018 • Bandung, Indonesia • Internship

- Developed CMS for a pilot project that aims to tackle first-mile logistic problems such as courier route selection using Django and MySQL.
- Designed and developed the project's database system using Entity-Relationship Diagram.

Back-End Engineer, Ruangguru
June - September 2017 • Jakarta, Indonesia • Internship

- Developed RESTful API for the company's sub-application "Ruang Desa" that aims to help the user consult about Indonesian village law and regulations. Developed using PHP Laravel/Lumen.
- Implemented unit tests and integration tests for the APIs.

Education

M.Sc Interactive Media Technology
KTH Royal Institute of Technology, Stockholm, Sweden
August 2021 - Now

- Visual track with focus on Computer Graphics, Game Design, and Interaction Design.

B.Sc Computer Science
University of Indonesia, Depok, Indonesia
September 2014 - February 2019

- Majoring in media applications with relevant courses including Computer Graphics, Game Development, Digital Image Processing, and Interactive Web Programming.
- Thesis "Feature Extraction from Smartphone Images by Using Elliptical Fourier Descriptor, Centroid and Area for Recognizing Indonesian Sign Language SIBI (Sistem Isyarat Bahasa Indonesia)" was presented on ICOIAS 2019 in Singapore and published afterwards.

Skills

Computing

Advanced:
- JavaScript (NodeJS / React)
- Godot Engine / GDScript
- HTML

Intermediate:
- Unity / $C^{\#}$
- C++
- HLSL
- PHP
- Python

Design
- Figma
- Blender
- Aseprite (pixel art)

Proficient languages
- Indonesian
- English (IELTS 7.5)