

Raka Arya Pratama

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EXECUTIVE SUMMARY

A professional game designer with an EEPIS Game Technology graduate background who aims to bring knowledge and skills in developing a game, such as creating game mechanics, regulating the economy in the game, checking, and improving the design of the mechanics that have been created, and making the game look fairer.

Interest: Game Designer, Game Economy, Game Balancing, Game QA, Esports

EDUCATION

Electronic Engineering Polytechnic Institute of Surabaya
Game Technology, Creative Multimedia (GPA: 3.61/4.00)

2018 – 2022

JOB EXPERIENCES

Imaji Digi Studio (Full Time)

May 2024 – Now

Game Designer

- Create a Game Design Documentation
- Create Gamification for branding a product
- Create CGI concept for brand activation or event
- Create idea and design system for B2B Games
- Do some testing on some mechanics and give some suggestions or updates

Miraimimpi (Full Time)

August 2021 – Apr 2024

Game Designer

- Do some testing on some mechanics and gave some suggestions or updates
- Create a casual game mechanic
- Create a Game Design Documentation
- Maintain game mechanic and balancing
- Manage Internal Economy
- Create flow and scenario of Internal Economy

TOG Monster Group (Freelance)

February 2023 – Apr 2023

Game Designer

- Do some testing on some mechanics and gave some suggestions or updates
- Create a Game Design Documentation
- Maintain game mechanic and balancing with NFT Token
- Manage Internal Economy
- Create flow and scenario of Internal Economy
- Create IAP for NFT Games

Maulidan Games (Intern)

September – December 2021

Game Programmers

- Lead a small team and organize the team in doing a task
- Make some mechanic physics games for children
- Integrating the game software with Client API
- Best Intern with Top Performance on Batch 3

ORGANIZATION EXPERIENCES

Selasar Game Design

2023 – Now

Community Moderator

- Moderation and Manage a Game Design community
- Collaborate with other to held an event
- Activator for the community

Pemandu LKMM PENS

2018 – 2022

Mentor

- Design and create training for new students
- Teach new students with some debriefing materials that have been provided by the ministry
- Create material sourced from the ministry of education

PENS ESPORTS

2018 – 2022

Founder

- Be in charge of all events
- Manage all Esports Teams and Managerial Division
- Create an Internal Event (PENS Esports Championship)
- Person in charge and chairman of the IVPL event
- Person in charge and chairman of the PMCC event

TRAINING EXPERIENCE

Unreal Engine: First Person Shooter Survival Course by Aidan Perry

2022

Participant

- Create First Person Shooter Survival
- Learn how create some game mechanic with blueprint
- Learn how to create an AI mechanic and perception

Unity 2D Course by GameDev.tv

2020

Participant

- Learn the basic of Unity Game Engine
- Create a simple game and making some improvement
- Learn how create some game mechanic

Mobile Game Creation Training

2020

Participant

- Create a simple game and making some improvement
- Learn how create some game mechanic
- Create code documentation

Mobile Game Creation with Swift Training

2020

Participant

- Create a simple game that released on IOS
- Learn how to make an AR Game
- Create code documentation

Unity 3D Course by GameDev.tv

2020

Participant

- Learn the basic of Unity Game Engine
- Create a simple game and making some improvement
- Learn how create some game mechanic

Beginner Unreal Course by David Nixon

2019

Participant

- Learn the basic of Unreal
- Know the basic function of software such as tool and blueprint
- Create a simple game

LKMM PRA-TD

2018

Participant

- Learn about self-management
- Learn about being an adaptive student
- Given briefing to be able to participate in any activities on campus

LKMM TD

2018

Participant

- Learn about how to manage an event
- Learn about create and event
- Create an event for student association

PPLKMM

2018

Participant

- Attend training to become a mentor
- Know the process of making a training
- Implement and create a training

ACHIEVEMENTS

- **Gemastik XII**
Finalist on Game Development Category

2019

ADDITIONAL INFORMATION

SOFTWARE SKILLS

- Unity
- Machination
- Corel and Affinity Designer
- Google (Google Docs, Google Spreadsheets, Google Slides)

LANGUAGE SKILLS

- Indonesian (Native Proficiency)
- English (Professional Working Proficiency)
(TOEFL 473 / Issued on June 2022)