Raka Arya Pratama

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EXECUTIVE SUMMARY

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

Interest: *Game Designer, Esports*

EDUCATION

Electronic Engineering Polytechnic Institute of Surabaya   **2018 – 2022**
Game Technology, Creative Multimedia (GPA: 3.61/4.00)

INTERN AND JOB EXPERIENCES

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

Miraimimpi (Full Time)   **August 2021 – Now**
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

Maulidan Games (Intern)   **September – Desember 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 Perfomance on Batch 3

ORGANIZATION EXPERIENCES

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**   **2019**
  Finalist on Game Development Category

ADDITIONAL INFORMATION

SOFTWARE SKILLS
- Unity
- Machination
- Corel and Affinity Designer
- Ms. Office (Ms. Word, Ms. Excel, Ms. Powerpoint)
- Google (Google Docs, Google Spreadsheets, Google Slides)

LANGUAGE SKILLS
- Indonesian (Native Proficiency)
- English (Profesional Working Proficiency) (TOEFL 473 / Issued on Juni 2022)