

# RAIHANSYAH ATTALLAH ANDRIAN

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## EDUCATION

**University of Southern California | Los Angeles, CA**

**Expected in May 2027**

Master of Computer Science: Game Development | GPA: 4.00

Relevant coursework: Game Design Workshop, Computer Graphics and Rendering

**University of Indonesia**

**Aug 2017 - Jul 2021**

Bachelor of Computer Science | GPA: 3.95 | Award: Best graduate for the class of 2021

Relevant coursework: Game Development, Computer Graphics, Software Engineering

## SKILLS

**Languages:** Python, C++, C#, Java, GDScript, UE5 Blueprint

**Software:** Unity, Godot, Blender, Unreal Engine 5

**Professional:** Strong organizational, problem-solving, leadership, communication, and teamwork skills

## WORK EXPERIENCE

**Ecomindo | Associate Backend Engineer**

**Sep 2024 - Jul 2025**

- **System Integration:** Developing features regarding user loan applications and payments using a Java-based Spring Boot application associated with 10+ external systems of banks, ensuring a smooth loan process
- **Technical Consultation:** Consult on the client's creation of the system, ensuring a well-structured code base

**Codomo, Singapore | Associate Game Designer**

**Sep 2023 - May 2024**

- **Gameplay Design:** Led a 3-person design team on the mechanics for a coding educational PvP card game
- **Design Iterations:** Balanced each component of the game by utilizing 20+ online playtests and iterate on designs

**Project Seed, Indonesia | Junior Game Designer**

**Jul 2022 - Aug 2023**

- **Enemy AI Design:** Contributed to 20+ creatures' AI behavior and combat design for a mobile ARPG game
- **Status Balancing:** Created and balanced a rigorous flow of combat, including 10+ damage formulas, character progression, and equipment progression stats

## PROJECTS

**Covid Colony | Programmer**

**Jan 2021 - Jun 2021**

- **Platformer & Shooter System:** Programmed gameplay systems using C# in Unity for a combat platformer and shooting mechanics with 3 different player abilities, each interacting with the world and enemies in its own ways
- **Combat & Enemy AI:** Developed a combat arena, patrolling, and shooting AI systems of 2 different enemy types and 1 boss enemy with 3 different attack patterns, including engaging boss phases
- **Audio & Art:** Integrated 4 characters with 2D animated art, combat gameplay mechanics, and audio cues of each combat situation & outcome. Also integrated a fully animated background to fill the world

**Reminiscence | Gameplay Programmer | University of Indonesia**

**Oct 2019 - Jan 2020**

- **Puzzle Systems:** Collaboratively created 5+ puzzle mechanics ranging from item-based, dialogue-based, and different player interactions in Godot, resulting in 5 levels with variations depending on players' choices and the results of the puzzles
- **Dialogue System:** Effectively created a customizable dialogue system, resulting in a 20% increase in team productivity and faster iterations on the narrative script and dialogue
- **Branching Narrative System:** Implemented a branching narrative system with 4 different endings, capable of taking into account multiple player decisions and ensuring the right continuity of the story and levels

**Unreal Logic | Solo Developer | University of Indonesia**

**Oct 2019**

- **Puzzle Game:** Developed 5 levels of a rule-changing 2D puzzle game in Godot with increasing difficulty
- **Rules System:** Implemented an expandable and customizable world rule system of 2+ characters and 4+ objects that can be changed at runtime as a result of players' actions