

# 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:** Jira, Confluence, Git, Perforce, Unity, Godot, Blender, Maya 3D, 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

### Pitch It! | Producer | USC Games

Nov 2025 - Dec 2025

- Cross-Functional Collaboration:** Collaborated with a 4-person cross-disciplinary team through all production phases by managing the production schedules, achieving 100% milestones completion
- Playtesting:** Monitored playtests feedback from over than 30 playtesters and decided which changes are prioritized in the design to deliver a more explicit and improved game system
- Time & Scope Management:** Delivered game iterations and deliverables on time and within a reachable scope

### Formula Faceoff | Producer & Mechanics Designer | USC Games

Sep 2025 - Oct 2025

- Prototyping:** Created an original tile-based board to facilitate a 1v1 strategy and memory-style game
- Communication:** Communicated and documented updates between a 4-person team, ensuring that everyone is up to date with the latest game elements and required changes

### Reminiscence | Producer & Gameplay Designer | University of Indonesia

Oct 2019 - Jan 2020

- Project Management:** Led cross-disciplinary production from concept to delivery, coordinating a team of six and managing schedules to keep the project on scope and on time
- Creating Workflows:** Streamlined workflows of the team to improve efficiency and delivered a five-level narrative-driven puzzle-based game with Alpha, Beta, and full release versions on time
- Prioritization:** Prioritized tasks and the importance of features based on project impact, ensuring all parts required are released in the correct milestone target and reduced iteration time by 20%