

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, Unreal Engine, Godot, Blender, Maya, Reaper, wWise

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! | Gameplay Designer | USC Games

Nov 2025 - Dec 2025

- **Card Balancing:** Created a card-based pitching game by designing balanced decks of three categories
- **Cross-Functional Collaboration:** Collaborated with a 4-person cross-disciplinary team to create game components with various art by ensuring a clear and easy-to-understand gameplay experience
- **Playtesting:** Monitored playtests feedback from more than 30 playtesters and decided which changes are prioritized in the design to deliver a more explicit and improved game system

Formula Faceoff | Mechanics Designer | USC Games

Sep 2025 - Oct 2025

- **Prototyping:** Created an original tile-based board to facilitate a 1v1 strategy and memory-style game
- **Game Mechanics:** Contributed to a system comprising players' use of action points, board size, and tile composition to induce players' cleverness, strategic minds, and deliver a competitive experience

Reminiscence | Gameplay Designer | University of Indonesia

Oct 2019 - Jan 2020

- **Story & Puzzle Design:** Designed narrative-driven puzzle mechanics that reinforced the game's themes, balancing difficulty, pacing, and emotional impact
- **World & Systems Creation:** Defined the core gameplay vision by prototyping and iterating on mechanics, ensuring all systems aligned with the game's emotional tone and narrative themes
- **Branching Narrative:** Developed a branching narrative system with multiple endings, defining player-choice logic and ensuring meaningful, thematic outcomes