

# 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%