

# RAIHANSYAH ATTALLAH ANDRIAN

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## EDUCATION

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

**Expecting May 2027**

Master of Computer Science: Game Development | GPA: 4.00

Relevant coursework: Game Design Workshop, Computer Graphics and Rendering

**University of Indonesia**

**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

## 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 of players use of action points, board size, and tiles composition to induce players' cleverness, strategic minds, and deliver a competitive experience

**Reminiscence | *Gameplay Designer* | University of Indonesia**

**Aug 2019 - Dec 2019**

- **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

## 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 Board 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