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

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