RAIHANSYAH ATTALLAH ANDRIAN

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https://www.linkedin.com/in/raihansyah-attallah-andrian/ | Portfolio: https://raihansyahdean.github.io/

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! | *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%