

RAIHANSYAH ATTALLAH ANDRIAN

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EDUCATION

University of Southern California Los Angeles, CA Master of Computer Science: Game Development GPA: 4.00 Relevant coursework: Game Design Workshop, Computer Graphics and Rendering	Expected in May 2027
University of Indonesia Bachelor of Computer Science GPA: 3.95 Award: Best graduate for the class of 2021 Relevant coursework: Game Development, Computer Graphics, Software Engineering	Aug 2017 - Jul 2021

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
<ul style="list-style-type: none">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 processTechnical 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
<ul style="list-style-type: none">Gameplay Design: Led a 3-person design team on the mechanics for a coding educational PvP card gameDesign 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
<ul style="list-style-type: none">Enemy AI Design: Contributed to 20+ creatures' AI behavior and combat design for a mobile ARPG gameStatus 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
<ul style="list-style-type: none">Card Balancing: Created a card-based pitching game by designing balanced decks of three categoriesCross-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 experiencePlaytesting: 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
<ul style="list-style-type: none">Prototyping: Created an original tile-based board to facilitate a 1v1 strategy and memory-style gameGame 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
<ul style="list-style-type: none">Story & Puzzle Design: Designed narrative-driven puzzle mechanics that reinforced the game's themes, balancing difficulty, pacing, and emotional impactWorld & 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 themesBranching Narrative: Developed a branching narrative system with multiple endings, defining player-choice logic and ensuring meaningful, thematic outcomes	