Vanan Andreas

Game Programmer

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Summary

Experienced Game Programmer with 4+ years of professional experience, adept at building robust gameplay, tools, and backend systems. Proficient in Unreal and Unity Engine development, utilizing C++, C#, Python, and Golang.

Experience

Gameplay Programmer   08/2024 - Present
Stairway Games   *Denpasar, ID*

Coral Island - Unreal Engine 4

- Refactored key single-player gameplay systems to support multiplayer.
- Ensured proper and optimized network synchronization using several advanced replication techniques such as ReplicationGraph, push-model networking and custom net serialization to support fast array replication and atomic replication.
- Diagnosed and resolved critical gameplay bugs across both single and multiplayer modes.
- Developed and integrated new gameplay features for both single and multiplayer modes.
- Contributed to successful console certification by ensuring compliance with PlayStation and Xbox technical and submission requirements.
- Handled integration of multiple console platforms to support crossplay across Steam, PlayStation 5, WinGDK and Xbox Series S/X via Epic Online Services.

Game Programmer   08/2023 - 08/2024
Brandoville Studios   *Jakarta, ID*

Unannounced Multiplayer Parkour Game - Unreal Engine 5

- Developed editor and runtime tool to visualize and manage Finite State Machines (FSM) in Unreal Engine to assist game designers and other gameplay programmers.
- Implemented character flip mechanic and skill gauge bar additions.

Unannounced Multiplayer Twin Stick Shooter Game - Unreal Engine 5

- Conducted R&D for Gameplay Ability System (GAS) and Replication system for Multiplayer games using Unreal Engine.
- Converted an existing single-player game to multiplayer using GAS and a dedicated server with custom matchmaking using Golang and WebSocket to support cross-platform between PC and Mobile.

Unannounced Single-player Souls-like Game - Unreal Engine 5

- Developed editor and runtime tool to visualize and create combo sequences integrated with GAS for easier tweaking by combat and game designers.
- Implemented AI behavior for enemies using StateTree.

Internal Shopping App Project

- Developed backend code for an internal shopping app project using Golang and MongoDB.
- Streamlined CI/CD pipeline from source control (git), dockerization to deployment using DigitalOcean.

Internal

- Developed a launcher tool for 3D artists and animators using Python.
- Configured CI/CD pipeline using Jenkins and integration with Perforce.
- Participated in peer code reviews, contributing to improved code quality and knowledge sharing.

Senior XR Developer   08/2022 - 08/2023
FXMedia Internet Pte Ltd   *Singapore, SG*

Human Chatbot App - Unreal Engine

- ○ Conducted R&D for chatbot services (Rasa, Dialogflow, ChatGPT).
- ○ Created generic template projects for Unity and Unreal that have been integrated to chatbot services.
- ○ Developed a chatbot app using MetaHuman and Unreal Engine.

Internal Streamable Metaverse Platform - Unity

- ○ Developed and maintained internal modules for streamable multiplayer metaverse platforms using Unity.
- ○ Created an editor tool to streamline integration of character creation meshes and props.
- ○ Integrated user created character properties with the backend via REST API.

Internal

- ○ Mentored incoming interns.
- ○ Rejuvenated internal Git and pipeline processes for the whole team.

XR Developer 08/2021 - 08/2022
FXMedia Internet Pte Ltd *Singapore, SG*

- ○ Developed mobile AR applications primarily using Unity and ARFoundation.
- ○ Created VR applications using Unity and Unreal Engine, targeting Meta Quest 1 & 2 and HP Omnicept G2.

Unity Developer Intern 06/2020 - 08/2021
FXMedia Internet Pte Ltd *Singapore, SG*

- ○ Actively supported single-player and multiplayer Unity projects, assisting in the development of features for WebGL, mobile AR, and Desktop platforms.

Certification and Licenses

- ○ **Unity Certified Professional: Programmer**
- ○ **AWS Academy Graduate - Cloud Development**

Education

Kalbis Institute *Jakarta, ID*
Bachelor of Computer Science - GPA: 3.89 2017-2021

Skills

Game Engines

- ○ Unreal Engine (UE4, UE5)
- ○ Unity

Programming Languages

- ○ C++
- ○ C#
- ○ Golang
- ○ Python

Source Control

- ○ Git
- ○ Perforce

Methodologies

- ○ Object-oriented programming
- ○ Event-based architecture
- ○ Agile/Scrum development

Technologies/Methodologies

- ○ Gameplay Ability System
- ○ Slate UI Framework
- ○ Unreal Replication System
- ○ Unreal Dedicated Server
- ○ Mirror Multiplayer
- ○ Photon PUN2
- ○ Jenkins
- ○ MongoDB
- ○ Docker

Soft Skills

- ○ Technical mentorship
- ○ Code review and knowledge sharing
- ○ Cross-disciplinary collaboration