RICHARD HARTANTO

UX Engineer / Mechanical Engineer

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/*SUMMARY*/

As a multidisciplinary engineer with a knack for visual design, I tackle user-centered problems from left and right brain perspectives. I honed my learning and adaptation skills through constant exposure in Japan's high cultural diversity. These mindsets allow me to learn quickly and work efficiently using Indonesian, English, and Japanese. A critical thinker, team player, and a high achiever, I love to provide cool and friendly User Experience and am aiming for a career on this path . To further develop my current skillset, I am looking for User-Experience related Internships in The United States.

Current Skillset : C / C# / HTML5 / CSS3 / Javascript / G-Code / Python / Adobe CC / Sketch / Flinto / Solidworks / AutoCAD / Mechatronical Prototyping / Visual Design / Sketching / Motion Design.

<!--EXPERIENCE-->

University of Tokyo, Tokyo
Apr 2017 - Mar 2018

Research Student - MEXT Scholar

Joined Inami-Hiyama Laboratory, which focuses on exploring HCI, Bioengineering, and Robotics with aims for Human Augmentation. Currently collaborating with an academic researcher in exploring ways to interact with drones through haptic/force feedback.

Hanamaru Lab, Tokyo
May 2017 - Present

Unity Developer

Designs details and program mini-games for a mobile platform game named "Think - Think". Learnt fundamentals of Unity and C# based scripting. Practised effective self-learning through online courses and reference books, also remote collaboration using Slack and SourceTree.

PT. Nastec Germerzindo, Surabaya, Indonesia
Oct 2015 - Mar 2017

Mechanical Design Engineer

My role covers the whole production line. In particular, my major involvement was in drafting, where I led the team in Computer Aided Drawing, archiving, and quality control. Also, I troubleshot the company's non-functional Computer Numerical Control Machine, studied its operations from scratch for production.

Yamaha Corporation, Hamamatsu, Japan
Feb 2015

Engineering Internship

Joined the grand piano team's project in sensor development. At that time, I teamed up with two veteran engineers to discover and test a sensor suitable for the next generation self-playing piano, Disklavier.

//EDUCATION

University of Tokyo, Tokyo
Apr 2018 - Mar 2020 (Prospective)

Master of Interdisciplinary Information Studies

Enrolling in Department of Emerging Design and Information Studies, Graduate School of Interdisciplinary Information Studies. Joining Oishi Laboratory, which focuses on Computer Vision for Mixed Reality, and Intelligent Transport Systems.

Udemy
Apr 2017 - Present

Classes in Game Development and UI Design

Courses taken: Web Developer Bootcamp (Colt Steele), Become a Game Developer/Designer : Complete Master Series (School of Game Design), UX & Web Design Master Course (Joe Natoli), UI Animation using Sketch 3, Principle App, and Flinto (Pablo Stanley).

Waseda University, Tokyo
Sep 2011 - Sep 2015

Modern Mechanical engineering (GPA 3.4 / Second Highest) B. Eng.

Researched at Sugano Laboratory, which focuses on human-symbiotic robot development. In a culturally diverse team of three, we prototyped a novel tactile sensor for a robotic hand. I designed the circuit board and handled fabrication with Japanese manufacturing companies.
Activities:
Waseda Piano Club : Participated in periodic recitals once every two months.
Flipper : Designed vector illustrations for club exhibition during Waseda Festival.
KKIT : Joined the Indonesian Catholic Organization, with a main role as an organist.

"""ACKNOWLEDGEMENTS"""

Scholarship Awardee of Japan MEXT Scholarship 2017 (Research Student)
Japanese Language Proficieny Test N1 (Highest), TOEFL iBT 104/120
Japan Mechanical Design Engineer Test Level 3
Certificate of CNC Programming Training, Kanto Polytech Center
Red Mango Indonesia Video Competition (2010), received the highest vote