Richard Hartanto

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COMPETENCY

Mechanical Design
Design Research
Rapid Prototyping
3D Modeling
Front-End Engineering
Game Development
Video Editing

CODE / INTERACTION

HTML, CSS, Javascript, C,
C#, Python, G-Code, Unity

GRAPHIC

Photoshop, Illustrator,
InDesign, Sketch, Flinto

HARDWARE

Solidworks, AutoCAD,
Arduino, Edge,

EXPERIENCE

Hanamaru Lab - *Game Developer*

Tokyo, Japan | May 2017 - Present

2D Game Development with Unity, version control using git.

Nastec Germerzindo Co. Ltd. - *Design Engineer*

Surabaya, Indonesia | Oct 2015 - Mar 2017

Established digitized drawing archive, reparation and conducted a production line of CNC.

Yamaha Corp. - *Engineering Intern*

Hamamatsu, Japan | Feb 2015

Grand piano sensor selection, testing, and evaluation.

EDUCATION

University of Tokyo - *M.I.I.S. Emerging Design and Information*

Tokyo, Japan | Apr 2018 - Mar 2020 (Prospective)

MEXT Full Scholarship, planning to study Computer Vision for Mixed Reality and Intelligent Transport Systems.

Waseda University - *B. Eng. Modern Mechanical Engineering*

Tokyo, Japan | Sep 2011 - Sep 2015

Second highest GPA, mechanical, electrical engineering, basic programming.

Udemy - *Front-End and Game Development*

Online | Apr 2017 - Present

Taken web development, Unity game development, UI and animation design courses.

RESEARCH

University of Tokyo - *Research Student (Inami & Hiyama Lab)*

Tokyo, Japan | Apr 2017 - Mar 2018

Research focus on HCI, Augmented Sports and Human Augmentation. Using drones to achieve mid-air haptic interaction. Created Sports game content using Unity.

Waseda University - *Tactile Sensor Prototyping (Sugano Lab)*

Tokyo, Japan | Sep 2011 - Sep 2015

Bachelor thesis work. Developed prototypes of triaxial tactile sensor using robust and flexible materials. Published at Advanced Robotics Journal (2015), exhibited at Robomech (2015)

ACKNOWLEDGEMENTS

MEXT Research Student Scholarship (2017) - *Awardee*
FA Foundation (2017) - *Best Paper Award*
Japanese Proficiency Test N1 (Highest) - *Passed*