RUDINE SURYA HARTANTO

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EDUCATION

Waterford Institute of Technology, Waterford, Ireland   *Sep. 2018 – Sep. 2019*
MSc in Computing (Enterprise Software Systems) *(1.1)*

DigiPen Institute of Technology, Singapore   Sep. 2011 – Dec. 2014
Bachelor in Computer Science in Real Time Interactive Simulation

CAREER OBJECTIVE

To work for an organization which provides me the opportunity to improve my skills and knowledge to grow along with the organization objective.

PROJECTS

MSc Dissertation: Epilepsy Seizure Classification with Machine Learning
The thesis aims to design a machine learning model that can classify raw EEG signal which has been distorted by noise into seizure or non-seizure. The project, written in Python, and using the Bonn University EEG dataset, show that the classifier model with the proposed solution, that uses wavelet transform to extract important signal features in its distinct frequency domain report a better accuracy under variable noise environment.

Modern App Development
Completed various projects for educational purposes that uses Java, JavaScripts (React Native), Kotlin for Android development. Proficient with Android (Activity, Fragments, Intents, Lifecycle callbacks, RecyclerView, SQLite Room, Retrofit, Maps) and familiar with advanced concepts (MVVM, MVP, LiveData, Autovalues, Conductor, RxJava, Dependency Injection with Dagger 2, Butterknife), and microservices (AWS, Firebase) and testing (Mockito).

Modern Web Development
Completed various projects for educational purposes that uses JavaScripts. Proficient with front-end (React, Redux, Thunks, Hooks, Axios), and back-end (Node Express, MongoDB, JWT), and microservices (AWS, Firebase), and testing (Mockito).

Game Development
Experience with Unity for developing games and also creating reuseable modules. Familiar with top scripting assets (Playmaker, Tween, Behavior Designer, NGUI). Experience in developing custom Game Engine using C++, DirectX, OpenGL. My role in its development consist of the Physics, AI, Renderer and Entity system.

TECHNICAL STRENGTHS

Languages	C, C++, C#, Java, JavaScripts, Kotlin, Python
Technologies	Android, AWS, Firebase, Git, NodeJS, React (Native), Unity

WORK EXPERIENCE

Killer Lobster, Singapore   April. 2015 - April. 2016
Game Programmer

Coded entire front end for mobile game, Violet Space Mission, using Unity. Defined tools for designers and artists to add content to the game. Add monetization system with Google Play, in accordance to the game's Free to Play business model. Integrate analytic for live tracking. Optimize for performance. Automated Testing. Participate in design discussion with the team and also introduce agile development.