

Title

Adiwarna Antaradar 2019

Year Accomplished

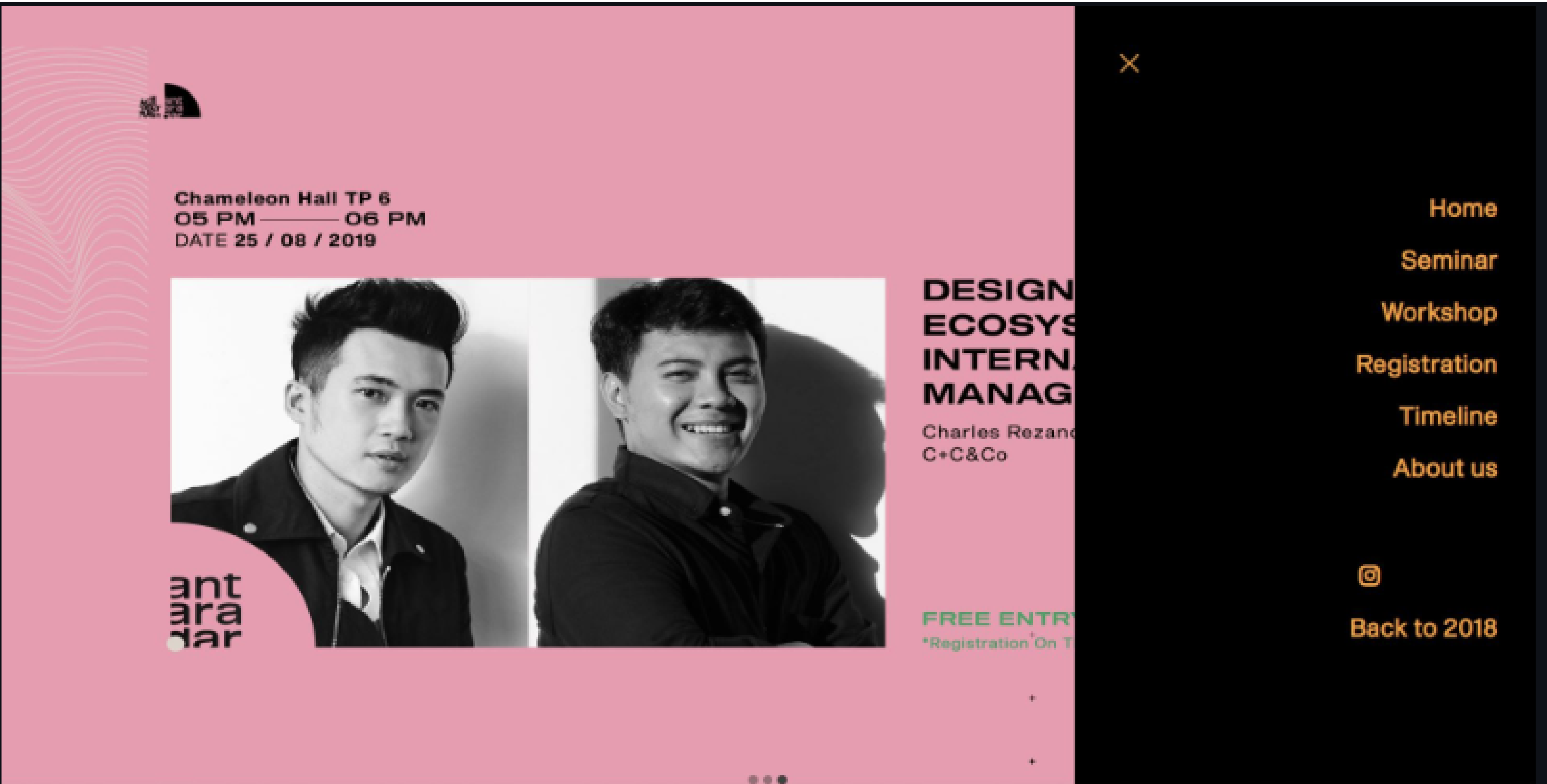
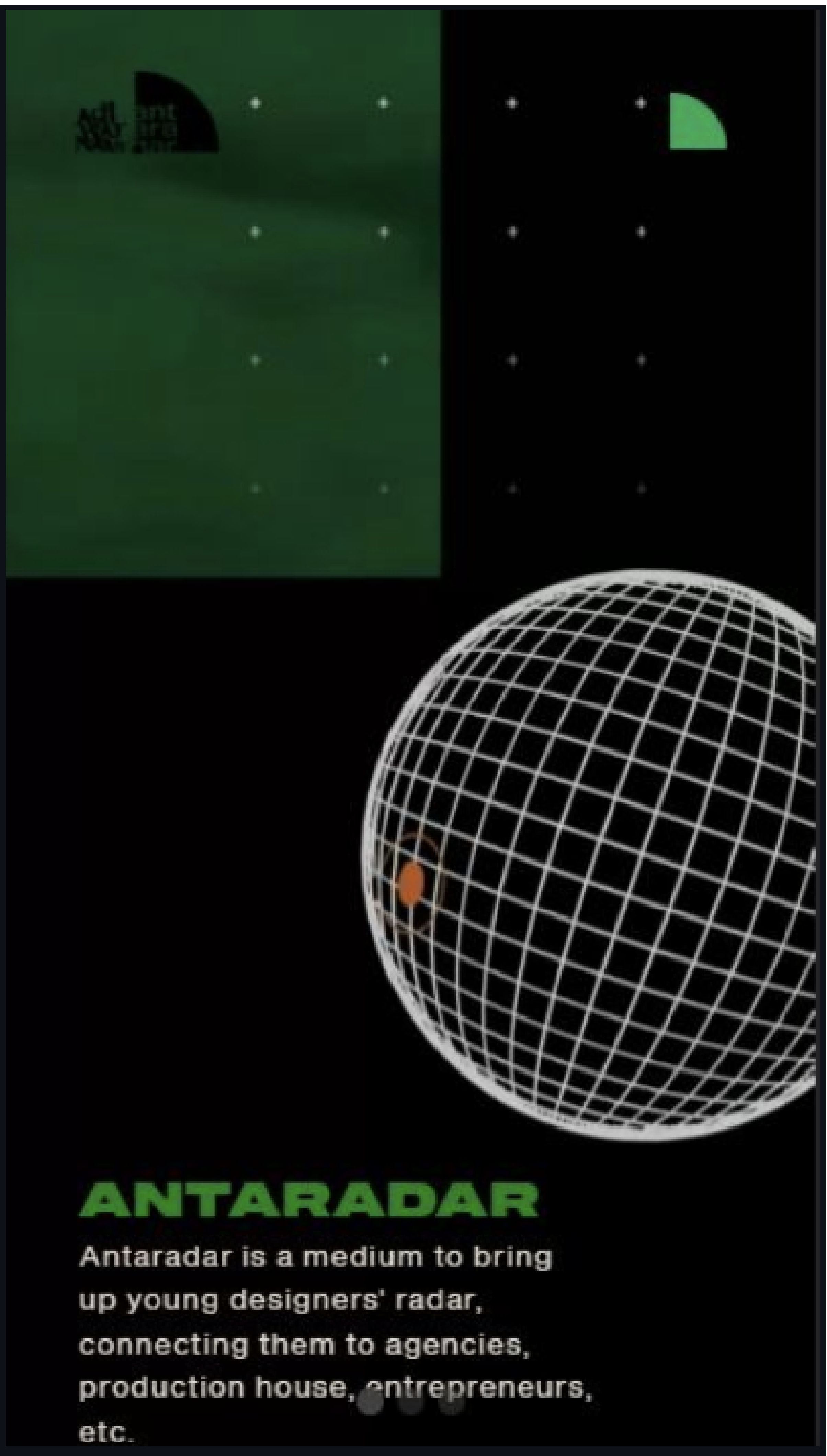
2019

Role / Position

Web Developer

Description

Adiwarna Antaradar is a final project exhibition organized by Petra Christian University's Visual Communication Design. This exhibition is held every year and is open to the public. This exhibition represents some of the best projects that were made by visual communication design students from various creative topics. Other than that, Adiwarna Antaradar 2019 also offered a workshop for everyone who's interested to make embroidery tote bag for daily needs, and a seminar about how to make a right impression through brand activation.



Title

AI Goal-Oriented Action Planning

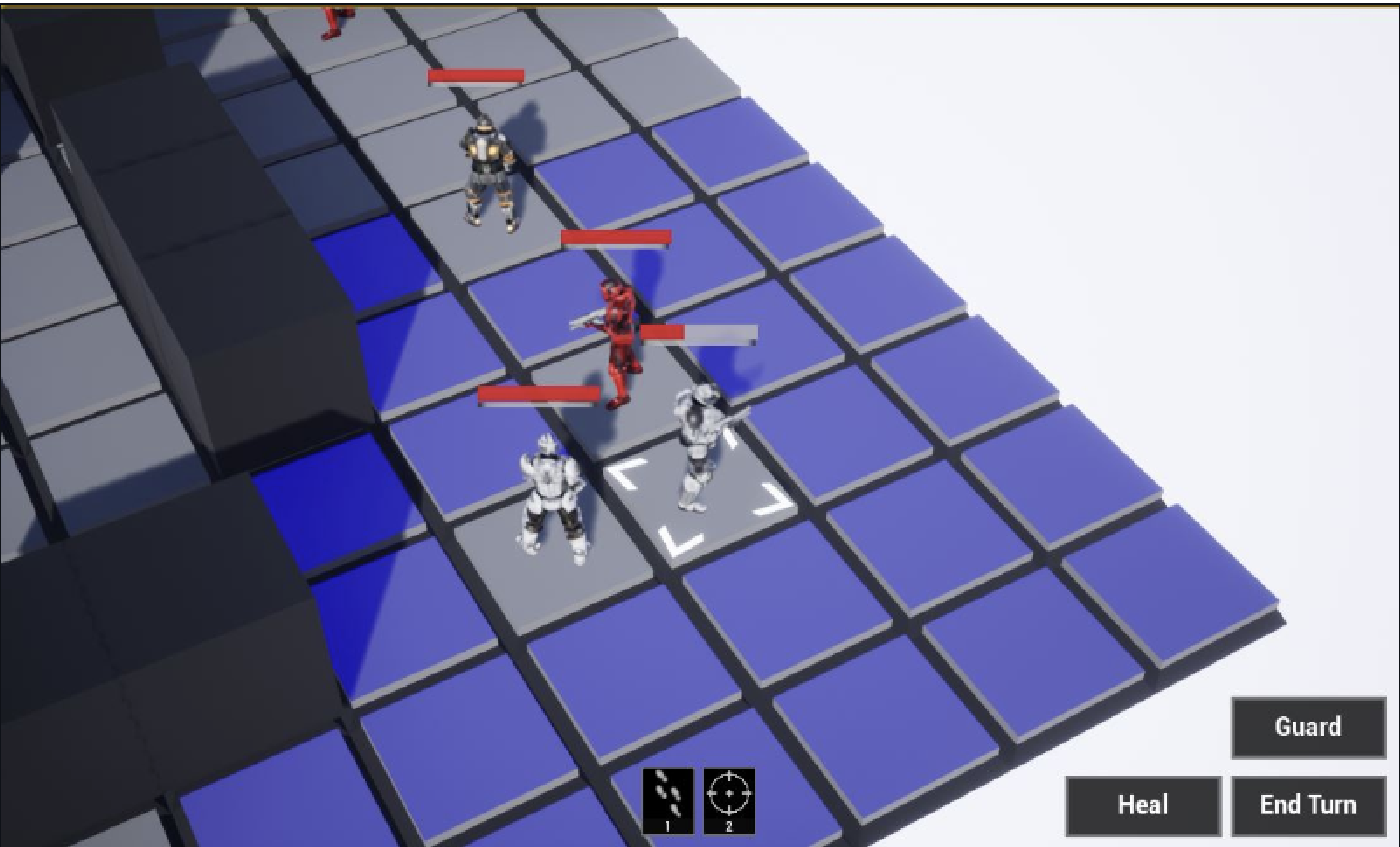
Year Accomplished

2021

Description

AI GOAP is a project that I made for final thesis using Unreal Engine 4. In this thesis, I tried to implement Goal-Oriented Action Planning method to make the AI more adaptive, especially on Turn-based game. The result are, AI GOAP has better result based on how realistic AI's movement are, and level of player satisfaction. But in terms of difficulty based on player's opinion, AI with Finite-State Machine is harder than AI GOAP, mostly because the resources that AI FSM has are more than AI GOAP's.

Project 2 of 3





Title

Cashier App

Year Accomplished

2021

Description

It is a small project that I made with my 2 other friends to learn how to make a website with ReactJS as front-end framework and Node.js as the back-end. My role is specifically to made an inventory management of the app, that consists of item list, adding item, adding the unit of the item, actions of the item such as edit (stock, price, name), and delete.

Project 3 of 3

