PRAMUDYA JESRIL PRATAMA

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Surakarta, Indonesia

Technical Artist & Graphic Designer with a background in Computational Physics. I bridge the gap between creative vision and technical execution. Experienced in automating design pipelines using Python (BRIN), creating award-winning visual identities, and developing game mechanics (Godot). An adaptive problem solver who combines mathematical logic with artistic sensibility to build efficient workflows.

PROFESSIONAL EXPERIENCE

Sribu, Designhill, Designcrowd   May 2021 - Jan 2022

Freelance Graphic Designer (Logo & Brand Identity)

- Achievement: Secured 1st Winner in an international logo design contest, outperforming 150+ global designers.
- High Performance: Maintained a consistent 4/5 star rating across 20+ contest projects.
- Productivity: Delivered 150+ original logo concepts with rapid turnaround times (24-48 hours), demonstrating high efficiency under tight deadlines.

National Research and Innovation Agency (BRIN)   Jan 2025 - Feb 2025

Computational Research Intern

- Process Automation: Initiated and developed Python scripts to automate the manual extraction of 340+ mesh components, significantly reducing repetitive work and eliminating human error.
- Geometry Optimization: Implemented Laplace Smoothing algorithms to correct wave artifacts in 3D scan data, replacing inefficient manual reconstruction methods.
- Simulation Framework: Constructed alternative workflows based on open-source tools (FreeCAD, Gmsh, EGSnrc) for precise material definition in physical simulations.

Ministry of Education, Culture, Research, and Technology (Kemendikbud)   Jul 2024 - Aug 2024

Illustrator (Project Based)

- Selected as the professional illustrator for the national book project "Cerita Gambar Papua 2024".
- Created educational visualizations and character designs compliant with national curriculum standards.

Physics Department Student Association   Sep 2025 - Dec 2025

Laboratory Assistant - Computational Physics

- Mentorship: Mentored 170 students in understanding numerical algorithms and fundamental programming logic using MATLAB
- Code Debugging: Performed rigorous code reviews and troubleshooting on student simulation scripts, sharpening skills in detecting syntax errors and logical flaws.
- Fundamental Scripting: Focused on teaching hard-coded algorithms (Looping, Array, Matrix Operations) to build strong computational foundations without relying on visual tools like Simulink.

Gimersia 2025   Nov 2025

Technical Artist & UI Implementer ("Guided" - Top 40 Game Jam)

- Gameplay Parameter Tuning: Optimized physics variables (velocity, drag, gravity) to create precise movement sensations (game feel) characteristic of the precision platformer genre.
- Rapid Prototyping: Integrated visual assets and UI systems into Godot Engine within a strict 7-day development cycle.
- Collaboration: Coordinated with the core programmer and artist to ensure visual assets functioned technically within the gameplay logic.

Python & Google AI API | Self-Initiated   Jul 2025

AI-Powered Medical Data Automation for Dr. Feri S. Ambarwati Clinic (Prototype)

- Python & AI Integration: Developed Python scripts integrating Google AI Studio API to extract unstructured handwritten medical data (Javanese/Indonesian) into structured JSON formats.
- Data Enrichment: Built validation logic to auto-complete partial address data and standardize medical terminology from raw JSON output.
- Ethical Compliance: Executed a strategic project termination after Privacy Impact Assessment (PII Compliance), prioritizing patient data security over cloud-based automation.

Physics Student Association & BEM FMIPA UNS   Mar 2024 - Dec 2024

Media & Branding Specialist

- Leadership: Served as Vice Coordinator of Media for PKKMB 2024, leading the creative team to execute visual branding for the faculty's largest new student orientation.
- Visual Strategy: Managed end-to-end visual direction for 5+ major campus events (including Dies Natalis & Grand Assembly), overseeing digital assets and publication quality.

Physics Department Student Association   Jul 2023 - May 2024

Academic Peer Instructor (Advanced Physics)

- Advanced Mathematics: Selected to deliver intensive lectures on complex topics including Multivariable Calculus, Vector Analysis, and Special Relativity to bridge the gap in university curriculum.
- First-Principles Teaching: Deconstructed abstract mathematical theorems (e.g., Euler's Identity, Calculus Derivations) into intuitive logic, helping students grasp the fundamental "why" behind formulas used in physics.

EDUCATION LEVEL

Universitas Sebelas Maret - **Surakarta, Indonesia**   Aug 2022 - Dec 2025

Undergraduate Bachelor Physics

SMA Negeri 1 Sragen - **Sragen, Indonesia**   Jul 2018 - Jul 2021

SKILLS

- **Design & Art**: Affinity Designer (Expert), Clip Studio Paint, Adobe Illustrator, Inkscape, Figma, Krita.
- **Programming & Data**: Python (Automation/Data), Godot (GDScript), MATLAB, JSON Processing.
- **Engineering**: Arduino, ESP32, Circuit Prototyping, IoT Basics
- **Soft Skills**: Creative Problem Solving, Rapid Learning, Cross-disciplinary Communication.
- **Math & Logic**: Vector Analysis, Linear Algebra, Multivariable Calculus, Numerical Methods