

Fajar Setyo Nugroho

Skills

Languages C#, Java
Softwares Unity3D, MonoDevelop, Mercurial, Git, TortoiseHg, SourceTree, Photoshop, Trello, Pivotal Tracker, Google Collaboration Tools
Plugins Playmaker, PlatformerPro, Spine, Zenject, UniRx, NGUI, Anti-Cheat Toolkit

Experience

November 2016 –
Present

Game Programmer. *Touchten.* Jakarta.

- Dessert Chain. Unity3D, Android, iOS.
 - Implemented gameplay mechanics.
 - Implemented analytical tracking functions.
- Fist of Rage: 2D Battle Platformer. Unity3D, Android, iOS.
 - Implemented enemy behavior state with Playmaker and modified platforming mechanics with PlatformerPro.
 - Implemented gameplay mechanics, Spine animation, and sound.
 - Implemented localization and controller support.
- Top Soccer Hero : Bali United. Unity3D, Android, iOS.
 - Implemented gameplay mechanics, animation, sound, and localization.
 - Implemented quick time event and minigame.

July 2014 –
November 2016

Lead Game Programmer, and Game Designer. *Chocoarts.* Jakarta.

- Battle Pals. Unity3D, iOS.
 - Designed and implemented gameplay mechanics, animation, sound, particle system, input flow, enemy behavior state, and user interface.
 - Designed level and experience progression table.
 - Tracked project progress and successfully assessed each developer workload and timeline to meet project's milestones.
 - Facilitated meetings and discussion.
- Almightree: The Last Dreamer. Unity3D, PC, Mac, Steam.
 - Implemented Unity3D image effect and successfully improved the standalone build visual over the mobile build.
 - Implemented localization and controller support.
 - Implemented gameplay mechanics and user interface.
 - Integrated SOOMLA IAP service.
 - Ported the game to Android platform.

June 2013 –
November 2013

Game Programmer and Level Designer Intern. *Chocoarts.* Jakarta.

- Almightree: The Last Dreamer. Unity3D, iOS.
 - Implemented gameplay mechanics, animation, sound, and user interface.
 - Optimized the game and successfully maintain 30 fps average framerate.

June 2012 –
August 2012

Game Programmer Intern. *Chocoarts.* Jakarta.

- Keto Adventure. J2ME, Nokia.
 - Prototyped gameplay mechanics and user interface.

Education

August 2010 –
July 2014

Bachelor's Degree in Computer Science. *University of Indonesia.* Jawa Barat, Indonesia.

Cumulative GPA: 3.5