



Fajar Setyo Nugroho

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Heinrich-Köhl-Straße 31, 66113, Saarbrücken, Germany

About me: Currently finishing up the Master Thesis at Master of Media Informatics at Saarland University. Virtual Engineer that specialized in Unity3D and C#. Four years of experience in Game Development. Developed and released 7 game titles. Interested in Unity3D, VR, Game Development, and UX.

● WORK EXPERIENCE

03/2020 – CURRENT – Saarbrücken, Germany

MASTER THESIS PROJECT – Daimler Protics GmbH

Virtual Engineering Unity3D, C#, iClone 7, SteamVR, Vive, HoloLens 2, RealSense, VRTK.

Virtual Engineering | Information and communication | daimler-protics.com |

Science Park 2, Stuhlsatzenhausweg 69, 66123, Saarbrücken, Germany

08/2019 – 02/2020 – Saarbrücken, Germany

WORKING STUDENT – Daimler Protics GmbH

Virtual Engineering Unity3D, C#, iClone 7, SteamVR, Vive, HoloLens 2, RealSense, VRTK.

Virtual Engineering | Information and communication | daimler-protics.com |

Science Park 2, Stuhlsatzenhausweg 69, 66123, Saarbrücken, Germany

03/2019 – 09/2019

RESEARCH ASSISTANT – Deutsches Forschungszentrum für Künstliche Intelligenz (DFKI)

VICAR: Visual In-Store Customer Analytics and Recommendations Unity3D, VR, Vive, User Interface, User Experience, HoloLens, Vuforia.

MOSIM: Modular Simulation of Natural Human Motions Unity3D, Animation.

Cognitive Assistants and Simulated Reality | Information and communication | dfki.de |

Stuhlsatzenhausweg 3, Saarland Informatics Campus D 3_2, 66123, Saarbrücken, Germany

03/2018 – 10/2018 – Sydney, Australia

GAME PROGRAMMER – One Up Plus Entertainment, formerly Ice Cream Games

Top Shooting Game Unity3D, Facebook, Gameplay, Animation and Sound Integration, Analytics, Bot Messenger.

Gymnastics Backflips Unity3D, Facebook, Gameplay, Animation and Sound Integration, Analytics.

Arts, entertainment and recreation | spellwordcards.com | Sydney, Australia

11/2016 – 03/2018

GAME PROGRAMMER – Touchten Games

Dessert Chain: Coffee & Sweet Unity3D, Android, iOS, Gameplay, Analytics.

Fist of Rage: 2D Battle Platformer Unity3D, Android, iOS, Enemy Behaviors, Platforming Mechanics, Gameplay, Spine Integration, Localization, Controller Support.

Top Soccer Hero: Bali United Unity3D, Android, iOS, Gameplay, Animation and Sound Integration, Localization.

Arts, entertainment and recreation | touchten.com |

Kebon Kacang Raya Thamrin City. Lantai 7A. Unit BT 01/02, 10230, Jakarta, Indonesia

07/2014 – 11/2016

TEAM LEADER – Chocoarts

Battle Pals Unity3D, Windows, Gameplay, Particle System, Input, Enemy Behaviors, User Interface, Level Design, Project Management, Optimizing.

Almightree: The Last Dreamer Unity3D, Android, Steam, Post-Processing, Controller Support, Localization, SOOMLA, Gameplay, User Interface.

Arts, entertainment and recreation | chocoarts.com |

Bangka Raya No. 97 Kemang, 12720, Jakarta, Indonesia

06/2013 – 11/2013

GAME PROGRAMMER INTERN – Chocoarts

Almightree: The Last Dreamer Unity3D, iOS, Gameplay, Puzzle Design, Optimizing.

Arts, entertainment and recreation | chocoarts.com |

Bangka Raya No. 97 Kemang, 12720, Jakarta, Indonesia

06/2012 – 08/2012

GAME PROGRAMMER INTERN – Chocoarts

Keto Adventure Prototyping, Gameplay, User Interface.

Arts, entertainment and recreation | chocoarts.com |

Bangka Raya No. 97 Kemang, 12720, Jakarta, Indonesia

● EDUCATION AND TRAINING

15/10/2018 – CURRENT – Saarbrücken, Saarbrücken, Germany

Master of Media Informatics – Universität des Saarlandes

Semester 4 / 4

Courses:

- * Master Thesis with Daimler Protics
- * Haptic VR Controller Seminar
- * Human-Computer Interaction
- * Blender Basics (Grundlagen)
- * 3D LABORATORIUM
- * Animation and Experimental Media
- * Computer Graphics
- * Statistics with R

EQF level 7 | uni-saarland.de

27/07/2010 – 17/07/2014 – Salemba Raya No.4, Jakarta, Indonesia

Bachelor of Computer Science – University of Indonesia

- GPA: 3.5 / 4.0 (90%)

- Credit Earned: 146 SKS (210 ECTS)

- Undergraduate Thesis: Reflection, Moving Surface, and Wave Effect Real-Time Rendering of Ocean Surface on Mobile Devices

- Specialization: Multimedia Information Processing

Field(s) of study

- Computer Science

EQF level 6 | ui.ac.id

● LANGUAGE SKILLS

Mother tongue(s): **INDONESIAN**

	UNDERSTANDING		SPEAKING		WRITING
	Listening	Reading	Spoken production	Spoken interaction	
ENGLISH	C1	C2	B2	B2	B2
GERMAN	A2	A2	A2	A2	A2

Levels: A1 and A2: Basic user; B1 and B2: Independent user; C1 and C2: Proficient user

● **ADDITIONAL INFORMATIONS**

Job Related Skills

- Game Development (Unity3D, Phaser 3, Tabletop Simulator)
- Extended Reality Development (Vuforia, HoloLens, Vive, SteamVR, VRTK)
- Programming Language (C#, Java, JavaScript, Lua)
- 3D Graphics Software (Blender)
- Version Control (Sourcetree, Git)
- Project Management (Trello, Pivotal Tracker, Jira)
- Multimedia Editor (Photoshop, Premiere, Illustrator)

Organisational skills

- Team Leader of "Battle Pals" game for a team of 4 people (2016).
- President of ".XML" faculty movie club with 37 club members (2012).
- Web Development Competition Committee of "Compfest" computer science competition (2012).
- Member of "Ristek" research group in game development division (2011).

Communication and Interpersonal Skills

- Working in a large automotive company: Daimler
- Working in a multinational team as Game Programmer
- Presenter of "Game Development as a Career" presentation in "The NextDev" national event (2016)
- Tutor of Game Development workshop in Faculty Summer Camp (2016)

Networks and Memberships

President of .XML Faculty Movie Club (2012)
Member of Ristek Faculty Research Club (2011)

Published Games

Top Shooting Game (2018)
Gymnastics Backflips (2018)
Dessert Chain: Coffee & Sweet (2017)
Fist of Rage: 2D Battle Platformer (2016)
Top Soccer Hero: Bali United (2016)
Almightree: The Last Dreamer (2013)
Keto Adventure (2012)