

# Vanan Andreas

## Game Programmer

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### Summary

Experienced Game Programmer with 4+ years of professional experience, adept at building robust gameplay, tools, and backend systems. Proficient in Unreal and Unity Engine development, utilizing C++, C#, Python, and Golang.

### Experience

<b>Gameplay Programmer</b> Stairway Games	08/2024 - Present Denpasar, ID
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Coral Island - Unreal Engine 4

- Refactored key single-player gameplay systems to support multiplayer.
- Ensured proper and optimized network synchronization using several advanced replication techniques such as ReplicationGraph, push-model networking and custom net serialization to support fast array replication and atomic replication.
- Diagnosed and resolved critical gameplay bugs across both single and multiplayer modes.
- Developed and integrated new gameplay features for both single and multiplayer modes.
- Contributed to successful console certification by ensuring compliance with PlayStation and Xbox technical and submission requirements.
- Handled integration of multiple console platforms to support crossplay across Steam, PlayStation 5, WinGDK and Xbox Series S/X via Epic Online Services.

<b>Game Programmer</b> Brandoville Studios	08/2023 - 08/2024 Jakarta, ID
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Unannounced Multiplayer Parkour Game - Unreal Engine 5

- Developed editor and runtime tool to visualize and manage Finite State Machines (FSM) in Unreal Engine to assist game designers and other gameplay programmers.
- Implemented character flip mechanic and skill gauge bar additions.

Unannounced Multiplayer Twin Stick Shooter Game - Unreal Engine 5

- Conducted R&D for Gameplay Ability System (GAS) and Replication system for Multiplayer games using Unreal Engine.
- Converted an existing single-player game to multiplayer using GAS and a dedicated server with custom matchmaking using Golang and WebSocket to support cross-platform between PC and Mobile.

Unannounced Single-player Souls-like Game - Unreal Engine 5

- Developed editor and runtime tool to visualize and create combo sequences integrated with GAS for easier tweaking by combat and game designers.
- Implemented AI behavior for enemies using StateTree.

Internal Shopping App Project

- Developed backend code for an internal shopping app project using Golang and MongoDB.
- Streamlined CI/CD pipeline from source control (git), dockerization to deployment using DigitalOcean.

Internal

- Developed a launcher tool for 3D artists and animators using Python.
- Configured CI/CD pipeline using Jenkins and integration with Perforce.
- Participated in peer code reviews, contributing to improved code quality and knowledge sharing.

<b>Senior XR Developer</b> FXMedia Internet Pte Ltd	08/2022 - 08/2023 Singapore, SG
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## Human Chatbot App - Unreal Engine

- Conducted R&D for chatbot services (Rasa, Dialogflow, ChatGPT).
- Created generic template projects for Unity and Unreal that have been integrated to chatbot services.
- Developed a chatbot app using MetaHuman and Unreal Engine.

## Internal Streamable Metaverse Platform - Unity

- Developed and maintained internal modules for streamable multiplayer metaverse platforms using Unity.
- Created an editor tool to streamline integration of character creation meshes and props.
- Integrated user created character properties with the backend via REST API.

## Internal

- Mentored incoming interns.
- Rejuvenated internal Git and pipeline processes for the whole team.

## XR Developer

08/2021 - 08/2022

FXMedia Internet Pte Ltd

Singapore, SG

- Developed mobile AR applications primarily using Unity and ARFoundation.
- Created VR applications using Unity and Unreal Engine, targeting Meta Quest 1 & 2 and HP Omnicept G2.

## Unity Developer Intern

06/2020 - 08/2021

FXMedia Internet Pte Ltd

Singapore, SG

- Actively supported single-player and multiplayer Unity projects, assisting in the development of features for WebGL, mobile AR, and Desktop platforms.

## Certification and Licenses

- **Unity Certified Professional: Programmer**
- **AWS Academy Graduate - Cloud Development**

## Education

Kalbis Institute

Jakarta, ID

Bachelor of Computer Science - GPA: 3.89

2017-2021

## Skills

### Game Engines

- Unreal Engine (UE4, UE5)
- Unity

### Programming Languages

- C++
- C#
- Golang
- Python

### Source Control

- Git
- Perforce

### Methodologies

- Object-oriented programming
- Event-based architecture
- Agile/Scrum development

### Technologies

- Gameplay Ability System
- Slate UI Framework
- Unreal Replication System
- Unreal Dedicated Server
- Mirror Multiplayer
- Photon PUN2
- Jenkins
- MongoDB
- Docker

### Soft Skills

- Technical mentorship
- Code review and knowledge sharing
- Cross-disciplinary collaboration