Chandra Gunawan

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Summary

An experienced software engineer for more than 6 years with wide variety and hands-on experience in technology such as web, desktop, database, data science, machine learning, computer vision, and games. Specialize in writing performant, organized, self-documented, and ease maintainable code. I am a hard worker, fast learner, self-driven, analytical-minded, and responsible. I am also capable to work individually or in team.

Education

STATE ISLAMIC UNIVERSITY OF MAULANA MALIK IBRAHIM MALANG   Malang, East Java

Infromatics Engineering, GPA: 3.47/4.0   2025

Thesis : 2D Game Engine Development Using Entity Component System Architecture Relevant coursework : Data mining, statistics, artificial intelligence, computer vision, information system, soft computing, game production, multimedia and game, web programming, database, mobile programming, geographic information system, computer network

Work Experiences

CV. SANGGAR CORP   Malang, East Java

CMS Developer Intern   March 2022 – April 2022

- Developed a journal submission website using Open Journal System (OJS)
- Maintain company's website contents by cleanse, organize, and back up all of the articles..

SPECTRAL SYNERGY: REALMS ENTWINED   Remote

Godot Programmer   June 2024 – October 2024

- Implemented additional user interfaces i.e. inventory system with drag and drop feature, turn-based system, and upgradeable items system.
- Work with existing code base.
- Fix bugs and testing game features.

GAMARISTA STUDIO   Malang, East Java

Lead Game Developer   February 2024 – February 2025

- Handled all of the projects in terms of programming and other technical side while collaborated with other colleagues in game art and game design.
- Developed three game including programming
- Successfully published and maintain a game to Play Store with ads monetization.
- Successfully attend Indonesia Game Developer Exchange (IGDX) 2024 to showcase all the games.

INNER SIGHT GAMES   Bandung, West Java

Pengembang Game Utama   October 2025 – February 2026

- Programmed automation system for other departments such as Arts and Narratives to integrate their work to the game.
- Architected scalable and simple game system.
- Programmed gameplay mechanics, inventory system, complex narratives system, and more.

Leadership and Activities

STUDIO THE FARMER   Malang, East Java

Lead Game Developer   July 2022 – July 2023

- Collaborated with some college friends to make games and participate in several competition such as Indie Game Ignite (IGI) 2022 and some game jams in order to creating an established indie game studio.
- Managed to create game from start to finish by make 3D asset model and its animation, programming, and game design.

- Programmed two game projects (Train Surfing and Blusukan) and participate in some competitions.

INDIE GAME IGNITE - COMPFEST   Malang, East Java
Lead Game Developer   July 2022 – September 2023
- Collaborated with two college friends to make games and participate in several competition such as Indie Game Ignite (IGI) 2022.
- Managed to create game from start to finish by make 3D asset model and its animation, programming, and game design.
- Managed to make finish game in 3 months with complex mechanics and gameplay.

GLOBAL GAME JAM – BULLY BUSTERS   Malang, East Java
Game Programmer   26 January 2024 – 28 January 2024
- Collaborated with six random people to make a game in 48 hours.
- Programmed throwing mechanics, door systems, resource systems, and many more.
- Successfully created a quite unique game with many features in just 48 hours compared to other groups.

Project Experiences

PERSONAL BLOG GENERATOR
- Programmed personal blog with HTML generator system based on custom markup language called XD.
- Wrote a blog about how to make this website.
- Written in Go programming language.

2D GAME ENGINE IN C++ AND SFML
- Programmed 2D Game Engine based on Entity Component System (ECS) Architecture with a of features build from scratch such as scene system, asset system, input map, collision detection, and more.
- Developed with high performance practices i.e. cache friendly data layout, data-oriented design, and Struct of Arrays (SoA).
- Programmed physics and vector mathematics.
- Determined code quality with Cyclomatic Complexity as white box test methodology.
- Examined as a thesis project for undergraduate degree.

GIGGLES AND GOLD
- Programmed 2D game with turn-based mechanics with skill systems and different enemies movement behavior and attack pattern.
- Handled the project from ideation, development, production, and post-production.
- Programmed game mechanics, ads monetization, and added some post-published features based on players feedback such as Indonesian translation support and ads appearing mechanism.

REST API WITH FLASK AND WEB CLIENT
- Programmed REST-API News and learning resource about Godot Engine using Python and Flask web framework.
- Programmed web client that can display all the data retrieved from REST-API

CONTENT-BASED IMAGE RETRIEVAL (CBIR)
- Aplikasi antarmuka pengguna grafis (GUI) terprogram dengan Python yang dapat mendeteksi dan mengambil gambar serupa berdasarkan gambar masukan.
- Dibuat dengan Python, OpenCV, dan Tkinter
- Dinilai dengan algoritma Analisis Diskriminan Linear.
- Programmed graphical user interface (GUI) application with Python that can detect and retrieve similar image based on input image.
- Created with Python, OpenCV, and Tkinter

- Assessed with Linear Discriminant Analysis algorithm.

INFORMATION SYSTEM – DECISION SUPPORT NATURAL DISASTER
- Programmed web-based information system as decision-making assistant or help the user taking decision based on some criteria.
- Evaluated with Simple Additive Weighting (SAW), Weighted Product (WP), Technique for Order Preference by Similarity to Ideal Solution (TOPSIS), and Multi-Objective Optimization by Ratio Analysis (MOORA).

GEOGRAPHIC INFORMATION SYSTEM – VEHICLE WORKSHOP
- Sistem informasi terprogram berbasis web yang memetakan seluruh posisi geografis bengkel kendaraan di Kota Malang termasuk nomor kontak dan jenis bengkelnya.
- Diprogram dengan PHP dan basis data MySQL untuk menyimpan data bengkel.
- Programmed web-based information system that mapping all vehicle workshop geographic position in Malang City including its contact number and workshop type.
- Gather and labeled data from Google Map and stored into MySQL database.
- Programmed with PHP and MySQL database to store the workshop's data.

WATCH YOUR BACK: TRAIN SURFING
- Programmed 3D game with self-made finite state machine as the enemy's game AI behavior, and gameplay logic such as fixed-camera movement, health and scoring system, and many more.
- Created 3D retro low-poly style including animation and texture.
- Designed gameplay mechanics, story, and characters visual including its behavior.

BEYONDDD-JS
- Simple and small 2D HTML5 game library with zero dependency.
- Programmed scene management system, assets management system, input mapping, and vector math.
- Designed and programmed based on STB-Style project.
- TAQWA: SOUL ADVENTURE
- 2D Platformer game made with Unity.
- Created vector game art with skeletal animation.

BLAZINGLY ACTIVE DEARS : INCEPTION ADVENTURE
- 2D Platformer game with 5 level.
- Created pixel game art with skeletal animation.
- Designed and programmed in 2 months.

JOURNAL SUBMISSION WEBSITE
- Created and based on Open Journal System (OJS).
- Customized and programmed to match the desig

Keterampilan
Languages: Advanced - English (TOEFL – 560, 11 December 2024) and Native – Bahasa Indonesia
Programming: Experienced with GDScript, C++, Go, JavaScript, Python, PHP, Java, C#, MySQL, SQL
Tool: Experienced with Godot Engine, Blender, Unity, Aseprite/Libresprite, Inkscape, Linux, Debugger