

Nathaniel Suriawijaya

in nsuriawijaya

portfolio

✉ nsuriawijaya@gmail.com

☎ 626 616 3625

EDUCATION

BS IN COMPUTER SCIENCE: COMPUTER GAME DESIGN

University of California, Santa Cruz
Graduated June 2018

STUDY ABROAD PROGRAM

BUSINESS LEADERSHIP

University of California, Los Angeles
Hong Kong, June - July 2016

SKILLS

TECHNICAL

Languages & Libraries

Python • C# • C++ • Java • JavaScript
HTMLX • SteamVR • Node.js • Ionic

Software

Unity • Vive/VR • SSH Client
Adobe Photoshop • Illustrator
Indesign • Bridge

COMMUNICATION

English

Indonesian (*limited working proficiency*)

Mandarin (*elementary working proficiency*)

Agile Scrum

COURSEWORK

Design

Game Design Studio I-III
Interactive Game Design
Interactive Media Design

Programming

Game AI
Natural Language Processing
Advanced Programming
Data Structures
Mobile Applications
Computer Systems & Assembly Language

Mathematics

Discrete Mathematics
Advanced Calculus
Linear Algebra

PROJECTS

EVERYBODY'S SAD | PROGRAMMER & DESIGNER

September 2017 – February 2019 | Santa Cruz, CA

- A lighthearted **VR game** about self-care on the Vive and Oculus Rift
- Designed central loops to simplify interactions and lessen nausea
- Conducted playtests to balance emotion script and test character sentiment
- Created scripts to manage edge cases and player freedom in VR
- Awarded the **GameGO** grant; showcased at **IndieCade** and the **Intel Game Dev** panel at **GDC**

PRICEWATCH | DEVELOPER, PRODUCT OWNER

April 2017 – June 2017 | Santa Cruz, CA

- Cross-platform mobile application built with the Ionic framework
- The backend is built with a customized Node.js server that continuously runs cron jobs to alert customers of price drops on Amazon products
- Features instant Push Notifications on both iOS and Android

EXPERIENCE

PROTABIT | PROGRAMMING INTERN

June 2017 – August 2017 | Pasadena, CA

- Designed a web application to scrape data from select research publications
- Extracted data from research publications via color interpolation and scaling
- Implemented a JavaScript/Python program using open source libraries

BAIDU | GOVERNMENT RELATIONS INTERN

July 2016 – August 2016 | Beijing, China

- Liaised with other G-20 country companies for the 10th G-20 Summit
- Filtered and compiled research data on self-autonomous driving

UNIVERSITY OF CALIFORNIA, SANTA CRUZ

READER & TUTOR FOUNDATIONS OF VIDEO GAME DESIGN

January 2016 – March 2016 | Santa Cruz, CA

- Assisted students in design and scripting
- Familiarized students with Twine and GameMaker
- Collaborated with faculty to shape course curriculum

EAST WEST BANK | INFORMATION TECHNOLOGY INTERN

June 2015 – August 2015 | El Monte, CA

- Ran bug-tests for company's public and private internet domains
- Reimaged and deployed hardware
- Updated the Asset Management System
- Managed internal webpages and media assets

INTERESTS

Video games • Tabletop games • Photography • Graphic design • Cooking • Music