

Vanan Andreas

Game Programmer

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Summary

Game Programmer with 4+ years of experience engineering gameplay systems, multiplayer architecture, and internal tools. Adaptable generalist proficient in Unreal and Unity, with a proven track record of shipping cross-platform titles on PC, mobile, and modern consoles.

Core Competencies

- **Languages:** C++, C#, Golang, Python
- **Engines:** Unreal Engine (UE4 & UE5), Unity

Experience

Senior Gameplay Programmer 02/2026 - Present

Gameplay Programmer 08/2024 - 02/2026

Stairway Games *Denpasar, ID (Remote)*

Coral Island - Unreal Engine 4

- Refactored core gameplay loops (combat, inventory, interactables) to support seamless multiplayer synchronization.
- Ensured optimized network sync using ReplicationGraph, push-model networking, and custom net serialization for fast array and atomic replication.
- Diagnosed and resolved critical gameplay bugs across single and multiplayer modes.
- Integrated new gameplay features for both single and multiplayer modes.
- Secured console certification by resolving critical compliance blockers for PlayStation and Xbox.
- Enabled crossplay across Steam, PS5, WinGDK, and Xbox Series S/X via Epic Online Services.

Game Programmer 08/2023 - 08/2024

Brandoville Studios *Jakarta, ID*

Unannounced Multiplayer Parkour Game - Unreal Engine 5

- Built editor/runtime FSM visualization tool to assist game designers and gameplay programmers.
- Implemented character flip mechanic and skill gauge bar additions.

Unannounced Multiplayer Twin Stick Shooter - Unreal Engine 5

- Conducted R&D for Gameplay Ability System (GAS) and multiplayer replication.
- Converted single-player game to multiplayer using GAS and dedicated server with custom Golang/WebSocket matchmaking for PC-Mobile crossplay.

Unannounced Single-player Souls-like - Unreal Engine 5

- Developed editor/runtime combo sequence tool integrated with GAS for combat and game designers.
- Implemented enemy AI behavior using StateTree.

Internal Shopping App

- Developed backend using Golang and MongoDB.
- Streamlined CI/CD pipeline (git, Docker, DigitalOcean deployment).

Internal Tools & Practices

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

Freelance Game Programmer

Independent Contractor

09/2022 - 06/2023

Jakarta, ID (Remote)

Solelands - Unity

- Developed core gameplay modules for MVP of a 2D online educational mobile game (8-direction movement, prop hunt, dialogue systems).
- Implemented client-server communication via REST APIs for quiz and dialogue sync.
- Collaborated in a 9-person cross-functional team; initial build was successfully transitioned to client's internal team and launched on Google Play Store.

Senior XR Developer

08/2022 - 08/2023

FXMedia Internet Pte Ltd

Singapore, SG (Remote)

Human Chatbot App - Unreal Engine

- Conducted R&D for chatbot services (Rasa, Dialogflow, ChatGPT); built MetaHuman chatbot app in Unreal Engine.
- Created generic Unity/Unreal templates with chatbot service integrations.

Streamable Metaverse Platform - Unity

- Developed and maintained internal modules for streamable multiplayer metaverse platforms.
- Created editor tool for character creation mesh/prop integration; connected character properties to backend via REST API.
- Mentored incoming interns and rejuvenated team-wide Git/pipeline processes.

XR Developer

08/2021 - 08/2022

FXMedia Internet Pte Ltd

Singapore, SG (Remote)

- Developed mobile AR applications 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 (Remote)

- Actively supported single-player and multiplayer Unity projects for WebGL, mobile AR, and Desktop platforms.

Certifications

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

Education

Kalbis Institute

Bachelor of Computer Science - GPA: 3.89

Jakarta, ID

2017-2021

Skills

Source Control

- Git
- Perforce

Methodologies

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

Soft Skills

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

Technologies

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