

Vanan Andreas

Game Programmer

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Summary

Game Programmer with 5 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

Gameplay Programmer / Senior Gameplay Programmer

08/2024 - Present

Stairway Games

Denpasar, ID (Remote)

Coral Island - Unreal Engine 4

Senior Gameplay Programmer (02/2026 - Present)

- Own maintenance and feature development for post-launch content updates (v1.2+), keeping live builds stable across PC and consoles.
- Triage and resolve live-title gameplay issues (single-player and multiplayer) for scheduled patch releases.
- Extend legacy single-player-first systems while preserving multiplayer synchronization and console compliance.

Gameplay Programmer (08/2024 - 02/2026)

- Refactored core gameplay loops (cutscene, dialogues, festivals) for seamless multiplayer synchronization.
- Optimized network sync via ReplicationGraph, push-model networking, and custom net serialization (fast array, atomic replication).
- Resolved critical gameplay bugs and integrated new features across single-player and multiplayer modes.
- Secured PlayStation and Xbox certification by resolving critical compliance blockers.
- 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 an editor/runtime FSM visualization tool for game designers and gameplay programmers.
- Implemented character flip mechanic and skill gauge additions.

Unannounced Multiplayer Twin Stick Shooter - Unreal Engine 5

- Conducted R&D on Gameplay Ability System (GAS) and multiplayer replication.
- Converted single-player game to PC-mobile crossplay multiplayer using GAS, a dedicated server, and Golang/WebSocket matchmaking.

Unannounced Single-player Souls-like - Unreal Engine 5

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

Internal Tools

- Developed a Python launcher tool for artists and animators; configured Jenkins CI/CD with Perforce integration.
- Built backend and deployment pipeline (Golang, MongoDB, Docker) for an internal shopping app.

Freelance Game Programmer

Independent Contractor

09/2022 - 06/2023

Jakarta, ID (Remote)

Solelands - Unity

- Developed core gameplay modules (8-direction movement, prop hunt, dialogue) and REST client-server sync for a 2D online educational mobile game.
- Delivered the MVP in a 9-person cross-functional team; handed off to the client's internal team and launched on Google Play.

XR Developer / Senior XR Developer

08/2021 - 08/2023

FXMedia Internet Pte Ltd

Singapore, SG (Remote)

Senior XR Developer (08/2022 - 08/2023)

- Built a MetaHuman chatbot app in Unreal after R&D of chatbot services (Rasa, Dialogflow, ChatGPT); created Unity/Unreal integration templates.
- Developed modules and editor tooling for a streamable multiplayer metaverse platform, syncing user character data with the backend via REST API.
- Mentored incoming interns and overhauled team-wide Git and pipeline processes.

XR Developer (08/2021 - 08/2022)

- Developed mobile AR apps in Unity/ARFoundation and VR apps in Unity and Unreal targeting Meta Quest 1 & 2 and HP Omnicept G2.

Unity Developer Intern

06/2020 - 08/2021

FXMedia Internet Pte Ltd

Singapore, SG (Remote)

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

Certification and Licenses

- **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