

# Angelo Mylantano

Jakarta, Indonesia

Game Designer

+62877-7549-6996

*I thrive in creative and collaborative environments where hard work and passion for making games is valued*

## Skills

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### Game Design

- Level Design, Building, and Scripting
- Game System Design and Balance
- Design Documentation
- Playtest Conducting

### Programming

- C#, C/C++
- XML, JSON
- Minor in Python

### Software

- Blender
- Adobe Photoshop
- Audacity
- Construct 2
- Unity
- Minor in 3ds Max and SketchUp
- Minor in GameMaker

## Experience

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**Dua Synergy Communication**, Kebayoran Baru Subdistric, South Jakarta (2016 – 2017)

**Senior Creative Designer**

- **Polytron Prime 7s** (Product Launching), PT.Hartono Istana Teknologi (Polytron Indonesia)
- **Kalbe DBSDLS** (International Seminar & Roadshow), Kalbe Farma
- **Townhall With Ian Narev** (Corporate Townhall Meeting), Commonwealth Bank
- **CIMB Christmas & Year End Party '17** (Corporate Christmas Celebration Event), CIMB Niaga Bank
- **Kick Off, One Team One Dream** (Corporate Kick Off Event), KEB Hana Bank
- **OCBC NISP Voyage** (Product Launching & Activation), OCBC NISP Bank
- **Economic Outlook** (Corporate Economic Outlook Event), CIMB Niaga Bank
- **Nielsen Consumer 360** (Corporate Conference & Seminar), PT. The Nielsen Company Indonesia

**Altindo Creative Studio**, Cempaka Putih Subdistric, Central Jakarta (2015 – 2016)

**Game Designer**

- **Sushi Twing** (Android, Released)
- **The Rainbow** (Android, Released)
- **Toyota Avanza Simulator** (PC, prototype only)
- **Steel Falcon** (Android, Released)
- **Beyboo Adventure** (Android, Released)
- **Nabung Saham GO** (Android, Released)

**EVOD Studios**, Pamulang, Banten (2014 – 2015)

**3D Modeler**

- **Vehicle training simulation** (PT. T&E Synergy Research, Engineering & Integration)

**Yayasan PB Soedirman**, Cijantung, East Jakarta (2011 – 2014)

**Senior High School Teacher - Graphic Design & Animation**

## Independent Work

**Game Designer**

- **"Bird of Prey"** – Indie game project for Bachelor Essay (PC, Prototype only. Finished in early 2015)
- **"Silent Space"** – Indie game project for personal & deep research in Unity Game Engine (PC, Prototype only)

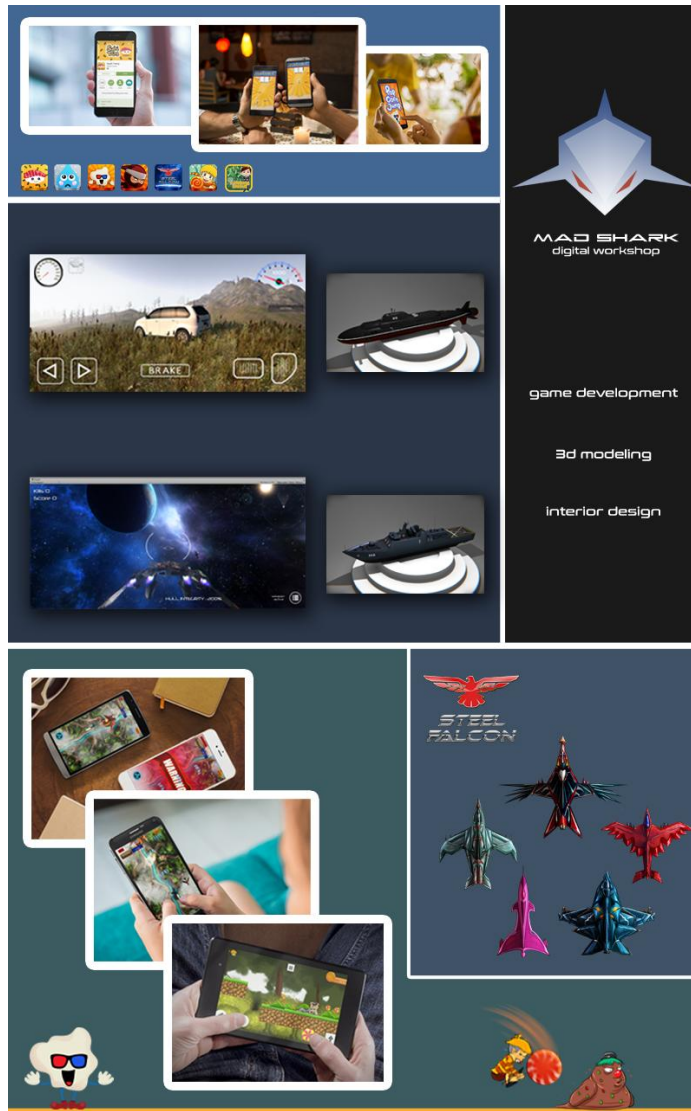
## Education

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**Gunadarma University, Depok, Indonesia**

**Bachelor of Science** in Computer Science (Graduated 2015)

**Minor** in Robotics



## RELATED PROJECTS

3D Modeling - Texturing - Compositing - Game Development

Client :

Insurance that sees the heart in everything

In association with HERBERT SMITH FREEHILLS

