



ABDI NATA KUSUMA

3D GAME ARTIST



PERSONAL INFORMATION

Graduate with a degree in Engineering at the STT Duta Bangsa. My next goal is to live with my dream as game developer for next couple years. Between 2015-Present I have worked at some company in Cikarang, Indonesia while I do my own project.

AREA OF EXPERTISE

- Shader & VFX ●
- 3D Modelling & Animation ●
- Programming ●
- Level Design ●

SKILLS

- Have good understanding about game development pipeline ●
- Can work in a team or independently ●
- Appreciate critique and can work well under pressure ●

CAREER OBJECTIVE

Since I love to developing a new method to achieving goals, I want to growth as a professional game developer or related area in this industry.

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EDUCATION

STT DUTA BANGSA

BA in computer science/informatics engineering | 2015 - 2019

SMK PERSIAPAN P. SIANTAR

Multimedia | 2013 - 2015

