Aurelius Trisandio P

CODING INSCTUCTOR

SKILLS

- C#, Java, C Language
- Unity
- 3D Game Assets
- Game Designer
- Game Animation
- Public Speaking

EDUCATION

- University Bina Nusantara
  (2021 - present)
- SMKK St. Louis
  (2018 - 2021)

ABOUT ME

I am a coding instuctor of KodeKiddo since February 2024. I have programmed several games and applications using Java and C# programming language with OOP (Object Oriented Programming) concepts.

WORK EXPERIENCE

Kodekiddo - Coding & STEM
(February 2024 - Now)

- Implemented lesson for coding such as Java, Python, SQL, C, Unity, C++, Javascript, HTML, CSS, and Blockcode.
- Mentored the students to made the project for Coolest Project Competition.
- Taught the students when i was assign to Holiday Programs

Network Administrator, RAHAJASA MEDIA INTERNET (RADNEXT)
(March 2019 - August 2019)

- Troubleshooted and maintained Debian Server
- Configured routers
- Documented LAN Network

VOLUNTEER

Programming Teacher, SMAK St. Yoseph Denpasar
(August 2022 - September 2022)

- Taught and delivered C programming language to high school students
- Maintained classroom organization

Lecturer Assistant, "Immersive Technology"
(05 November 2022)

- Assisted IT professor to teach 30 - 40 students.
- Developed games in Flowlab Game Creation
- Trobleshooted students' programs in class

PROJECT

Game Designer & Programmer, Jelajah Nusantara
(September 2023 - January 2024)

- Designed 2 levels maze and puzzle game including lobby and boss stage scenes
- Programmed players, game mechanics, and skill check

Game Designer & Programmer, Lawang Sewu
(October 2023 - December 2023)

- Programmed player 2 clicked and player 1 movement, and player 1 health
- Designed the main menu scene