

MUHAMMAD HILMAN BEYRI

OBJECTIVE

Seeking full-time position for programmer.

EDUCATION

M.E.T. , Carnegie Mellon University, Entertainment Technology Center (ETC CMU) Pittsburgh, PA - May 2016
Relevant Coursework: Building Virtual World, Visual Story, Computer Graphics, Parallel Computer Architecture and Programming

B.S. Cum Laude in Computer Science, Institut Teknologi Bandung (ITB) Indonesia - July 2013
Relevant Coursework: Algorithm & Data Structure, Object Oriented Programming, Computer Graphics, Artificial Intelligence.

PROFESSIONAL PROJECTS

The Amazing Spiderman 2 – Gameloft – Windows Phone - 2014

- Ported the game to Windows Phone, worked simultaneously with the iOS development team.
- Released the game a month after the iOS release. Tight schedule, deadline before the movie ends in theater.
- Solved graphics and social network bugs, and Windows Phone specific features.

ArtBytes – CMU – iOS and Android – 2015

- App that let user captures an art piece, selects an interesting part with guidance from Intelligent Scissor algorithm, composes new art piece from other parts of art pieces, and displays it in augmented reality.

VR & AR Project – Hasbro – iOS and Android – 2015

- Worked with famous franchise such as Transformers, My Little Pony, and Iron Man for new generation of toys.
- Worked on GearVR, computer vision to detect small codes, and augmented reality projects.

Elemental Clash - Self Published – iOS and Android - 2013

- Trading card game inspired by Magic: the gathering, Yu-gi-oh, and Pokemon.
- Developed Artificial Intelligence system that involves 90+ cards.
- Programmed gameplay engine that supports single player and multiplayer.

Cronus - Self Published – Windows Phone – 2012

- Top 10 Worldwide Finalist of the Microsoft Imagine Cup in Windows Phone category.
- Developed the core gameplay code using Farseer physics engine.

ACADEMIC PROJECTS

DRacuda – CMU – 2016

- Ray tracer application parallelized using CUDA, SIMD, threads, and distributed over heterogeneous machines.

Boing Boing – CMU - 2014

- Three weeks project. Used PlayStation Move mounted to Pogo-stick-like physical controller. Four players game with Artificial Intelligence.

EXPERIENCE

Programmer Intern at Hasbro Sep 2015 – Dec 2015
Programmer at Gameloft January 2014 – July 2014
Part-time Programmer & Internship at Nightspade, startup game company June 2012 – February 2013

AWARDS and HONORS

November 2013 Full scholarship for master's degree in Carnegie Mellon University from Indonesia government
October 2012 1st place in Gemastik game development category (Indonesia Game Development Competition)
July 2012 Finalist of Microsoft Imagine Cup 2012 Australia Windows Phone game category
Feb 2012 Winner of Nokia Lumia Hackathon

SKILLS

Programming Language C++, C#, Lua, HLSL, GLSL, Cuda, Python, Javascript, Java
Engine, Tools, SDK Unity, Direct3D, OpenGL, Oculus Rift, Kinect, PlayStation Move, Django, Android, iOS, Windows Phone, Windows 8 RT, Boost, Intel ISPC, Nvidia Cuda, OpenMP, SIMD