



CURRICULUM VITAE

Kristian Rolando Limantara

Game Developer

Unity Programmer

also known as **Elios**

EMAIL

kristianrolandojob@gmail.com

PORTFOLIO

elios-portfolio.netlify.app

LINKEDIN

linkedin.com/in/kristian-rolando-limantara

ITCH.IO

elios-66.itch.io

GITHUB

github.com/kristianrolando

BASED IN

Bandung, Indonesia

Profile

Game developer with 5+ years of experience shipping games from concept to release with **Unity and C#** for PC, mobile, and the web. I build modular, scalable gameplay systems and clean production workflows, and I have led small programming teams and mentored interns. As co-founder of Eternal Clover Studio I also handle production, pitching, and monetization; our **Mie Ayam Simulator** passed **50,000 downloads** on Google Play.

Game Development Experience

Game Developer

Apr 2026 – Present

Games Institute @ Infinite Learning · Batam, Indonesia

Co-Founder & Game Programmer

Feb 2023 – Present

Eternal Clover Studio

- Build core gameplay systems and architecture in Unity and C# for the studio's games.
- **Mie Ayam Simulator**: Game Programmer & Project Manager; 50,000+ downloads on Google Play, played by YouTubers, streamers, and VTubers.
- **Wash & Warm** (demo on Steam): Lead Game Programmer, delivering simulation and interactive story systems and mentoring interns.
- Run development operations and business strategy: roadmaps, market analysis, monetization, marketing, and pitch decks for publishers and investors.

Junior Game Programmer

Jun 2023 – Jul 2023

Nexvel Entertainment · Contract

- Created efficient gameplay mechanics and optimized performance through streamlined code; resolved a wide range of bugs.

Game Programmer

Dec 2022 – Mar 2023

PT Teknologi Permainan Indonesia · Contract

- Developed core gameplay for **Strategy of Empire**, a mobile strategy game, including resource management, AI behavior, and UI systems.
- Wrote and refactored maintainable C# code, improving stability and scalability across mobile devices.
- Tested and optimized on varied mobile hardware, reducing crashes and improving frame rates.

Game Programmer

Mar 2022 – Jun 2022

Grinsmile Studios · Internship

- Developed and optimized gameplay mechanics in Unity and C#.
- Implemented features with designers and artists, prototyped, and fixed issues.

Game Programmer

Aug 2021 – Jan 2022

Agate International · Apprenticeship

- Built prototypes from design specifications and resolved bugs to improve performance and stability.
- Evaluated design feasibility with designers, artists, and developers.

Core Skills

ENGINE & LANGUAGES

Unity

C#

C++

Java

Python

Lua

Roblox

TOOLS

Git

Firebase

Google AdMob

Notion

Trello

Miro

Figma

GAMEPLAY PROGRAMMING

Modular system architecture
Simulation & interactive story
Economy, upgrades & progression
AI behavior & UI systems
Mobile performance optimization

LEADERSHIP & PRODUCTION

Leading programming teams
Mentoring interns & students
Rapid prototyping & game jams
Roadmaps, pitching & monetization

AI-ASSISTED WORKFLOW

Advanced, hands-on use of Claude Code, Codex, and Antigravity to keep code structured, clean, and modular while iterating fast.

Platforms

PC

iOS

Android

Web

Languages

Indonesian · Native

English · Professional working

Teaching & Mentoring

Game Development Instructor

Mar 2024 – Present

Freelance

- Private mentoring in Unity and Roblox game development for students from children to adults.
- Guide students from programming logic and game design to complete playable games they can publish or showcase.

Coding Teacher

May 2024 – Mar 2026

Coding Bee Academy · Contract

- Taught C#, C++, Java, Python, Unity, Scratch, and Roblox Studio to students of various ages through project-based learning.
- Designed curricula that moved students from block-based tools to confident text-based programming.

Game Development Instructor

Nov 2022 – Jun 2023

SMKN 12 Surabaya · Contract · Surabaya, Indonesia

- Taught and mentored 75+ vocational students in Unity, C# scripting, and game workflow, guiding them to complete multiple game prototypes.

Other Experience

Information Technology Staff

Feb 2022 – Jul 2022

PT Temprina Media Grafika · Surabaya, Indonesia

- Developed a CRM system, integrated it with company infrastructure, and trained end users.

Selected Games

Made with different teams. Screenshots and full details in the portfolio.



Mie Ayam Simulator

Simulation · Android

Game Programmer & Project Manager

50,000+ downloads on Google Play

[Google Play](#) ↗



Wash & Warm

Simulation · Windows

Lead Game Programmer & Intern Mentor

[Demo / wishlist on Steam](#) ↗



Plantastic Defense

Strategy · Windows

Game Programmer

1st place · G20 Bali 2022 showcase

[View on itch.io](#) ↗



Halt & Harmony

Management · Android

Lead Game Programmer

Built in 2 days · formerly on Google Play



Fond Folding

Puzzle · iOS

Pack a new chapter of life, one belonging at a time.

[App Store](#) ↗



Get You Home

Adventure / Puzzle · iOS

One mama cat. One missing kitten. A journey home.

[App Store](#) ↗

Education

Bachelor of Computer Science

Universitas Pembangunan Nasional "Veteran" Jawa Timur

Aug 2019 – Jan 2024 · GPA 3.89 / 4.00

Game Programmer Program

Asosiasi Game Indonesia

Aug 2022 – Sep 2022

Certifications

Game Programming Competency Certificate, Asosiasi Game Indonesia
GameJam++ 2022

Bootcamp Offline Animation & Game Program

Honors & Awards

1st place, Plantastic Defense; showcased in the G20 Bali 2022 event series

Bank Indonesia Scholarship Awardee (2022)

Volunteering

Social Welfare Home, Yayasan Pondok Kasih, Surabaya

Elderly Care Home, Yayasan Karya Luhur Bina Kasih

LET'S TALK

A game, a collaboration, or a good hello.

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