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### About Me

Hi! I design interactive digital products and lead agile multidisciplinary teams. I love learning and I love sharing them. Sharing wisdom and empowering others through the products and systems I developed is a passion of mine.

### Certifications

- Professional Scrum Product Owner I (PSPO I)
- Agile with Atlassian Jira
- Advertising with Facebook
- Foundations of User Experience (UX) Design
- SQL Essential Training

### Skills

- Agile/scrum methodology
- Project management
- Video game development
- English (professional working proficiency)
- Teaching and coaching
- Graphic design
- Motion Graphics
- UI/UX design
- UE4 blueprint programming

### Tools

- Confluence and Jira
- Trello
- Slack
- Draw.io
- Excalidraw
- Notion
- Google Sheets
- Figma
- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere
- Adobe After Effects
- Adobe XD
- Unreal Engine 4

# ANDREAS ANDIKA

Product Manager, Interactive Media Designer

## WORK EXPERIENCE

**Studio Lead, Co-founder**  
 StoryTale Studios

Mar 2018 - Dec 2021

- Collaborate with company leaderships to define strategic plans and communicate them to internal developers.
- Coordinate between company leaderships, business partners and other external stakeholders.
- Analyze, evaluate and iterate internal development systems and pipelines.
- Coaches in-house developers on technical and organization skills as well as development best practices.

**Product Owner**  
 StoryTale Studios

Mar 2018 - Dec 2021

- Lead multidisciplinary team using scrum methodology to develop games and client-based projects.
- Develop and maintain top level vision and requirement documents for products.
- Manage entire product life cycles from ideation to release.

**Game Developer Generalist**  
 StoryTale Studios

Feb 2016 - Dec 2021

- Design and craft 3D and 2D visual assets required for in-game contents and marketing.
- Write and maintain game codes using Unreal Engine 4 blueprint visual scripting.
- Conduct game pre-productions such as: market research, UI/UX wireframing, game design and narrative design.

**3D Art Intern**  
 MD Animation

Jun 2015 - Jul 2015

- Learned hands-on 3D modelling and animation techniques and pipelines for 3D cartoon animations.

**Coach**  
 Adam Khoo Learning Technologies Group

Jun 2012 - Jul 2013

- Coaches primary and middle school students on goal setting and study techniques that can improve their academic performance.

## RELEASED PROJECTS

2021

**Rewrite! - Interactive Stories** (Android Game)

Role: product owner, game designer, programmer, UI/UX designer

2018-2020

**Pamali: Indonesian Folklore Horror** (PC Game)

Role: product owner, game designer, 3D generalist, programmer, UI/UX designer

2018

**My Safe House** (PC Game)

Role: product owner, 3D generalist, UI/UX designer, game designer

2018

**As if** (PC Game)

Role: 3D animator, 3D modeller, multimedia designer

## EDUCATION

2013-2017

Institut Teknologi Bandung (ITB)

Bachelor of Visual Communication Design (DKV)

Cum Laude, GPA: 3.77

2010-2013

Binus International School Serpong

High School