Michael Susetyo

Game Developer / Programmer
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WORK EXPERIENCE

SQUARE ENIX, Tokyo — *Programmer*

May 2011 - PRESENT (7 years)

Worked as a gameplay programmer focusing on battle systems, AI, and item management - both client & server side programming for our mainline Final Fantasy series, as well as R&D for smaller projects.

EDUCATION

DigiPen Institute of Technology, Seattle WA — *Bachelor of Science in Real-Time Interactive Simulation*

September 2006 - May 2010 (4 years)

College dedicated to game development with a focus on computer science (C/C++), math, and physics. Learned to create game engines from scratch, and then use those engines to create indie games every year with a small team - a total of 4 games created.
(View my portfolio: www.mike-susetyo.tech/Projects.html)

SHIPPED PROJECTS

FINAL FANTASY XV — *AI Programmer*

September 2015 - December 2017 (2 years)

Worked on AI systems such as the AI graph tool, gambit system, and animation graphs for monsters & enemies. Created a stealth mode / decoy system, predictive AI behavior, as well as a tool that allows devs to visualize enemy attack range & area. Also worked on creating the multiplayer expansion: "Comrades".

FINAL FANTASY XIV: A Realm Reborn — *Battle System Programmer*

August 2011 - August 2015 (4 years)

Reboot of the original FF14, rebuilt from the ground up. Worked as the main programmer for item management systems (both client & server). Also worked on battle systems including: weapons, equipment, player stats, and monster hunts. Created the quest creator tool used to make 99% of the quests in the game. Worked on constant monthly updates, as well as the first expansion pack: "Heavensward".

SKILLS

C / C++ / C# (12 years)
DirectX, OpenGL
NVIDIA PhysX
XML, HTML / CSS
Lua
Unity
Unreal Engine 4
PS4 / PS3 SDK
Xbox One / 360 SDK
Wii / GameBoy Color SDK
iPhone App development
Project management
Producer experience

3D Physics Engine
(Built from scratch)
View in my portfolio

3D Graphics Engine
(Built with OpenGL)
View in my portfolio

AWARDS

DigiPen Student Awards:
Best Senior Game 2010
Best Senior Technology 2010

LANGUAGES

English (Fluent, US Citizen)
Indonesian (Fluent)
Japanese (Professional)