Angga Ata

Game Systems Developer & AI Automation Architect | Senior Full-Stack Engineer (Python / Django / Unity)

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Professional Summary

Senior systems-focused engineer with 10+ years of production experience across web platforms, backend systems, and product operations. Specializes in deterministic game systems, scalable backend architecture, AI automation workflows, and autonomous agent systems with guardrails. Works best with teams that need end-to-end execution, architecture thinking, and remote-friendly delivery discipline.

Core Expertise

Game Systems	AI Automation & Agents	Full-Stack Engineering
Deterministic simulation loops	AI workers for ops workflows	Python / Django / DRF
Unity systems architecture	Multi-step autonomous agents	PostgreSQL / API design
Telemetry-oriented design	Tool/API integrations	Background workers / async systems
Gameplay/back-end integration	Guardrails, approvals, audit logs	React / Next.js integration
Performance-first architecture	Workflow automation architecture	Production web platform delivery

Selected Experience

Game Developer (Unity, Backend & Web) | LME Studio - Living City
Nov 2025 - Present | Remote / Hybrid Collaboration

- Develop gameplay features and system-level refactors for Living City, including scene boot and gameplay flow updates.
- Build backend foundations with Django, Django REST Framework, and PostgreSQL for player/account/world services.
- Design API foundations for auth/session flows and telemetry-ready workflows for future live operations.
- Support web showcase/landing experience and cross-functional delivery coordination.

Freelance Full-Stack Developer | Kuncie (Learning Platform)
Sep 2022 - Present | Remote

- Long-running product delivery across feature implementation, responsive UX, performance improvements, and integrations.
- Collaborate with product/design/engineering teams and support code review and iterative delivery workflows.
- Worked on payment and API integration workflows and platform maintenance.

Co-Founder & Full-Stack Builder | Open Trip ID
Nov 2016 - Present | Indonesia / Remote

- Built and evolved travel marketplace product across frontend, backend, commerce workflows, and operational tooling.
- Customized WooCommerce/WordPress via themes and plugins aligned with business and process needs.
- Led continuous redesign/redevelopment based on market and product iteration needs.

Freelance Full-Stack Developer | LokaPedia and Other Client Projects
2023 - Present | Remote

- Built consumer-facing directory/search experiences and business web platforms across React, Next.js, Laravel, and WordPress stacks.
- Delivered production features, responsive interfaces, and integration-heavy functionality for SMEs and startups.

Selected Project Case Studies

Living City - System-Driven City Simulation
Challenge: Simulation products often over-invest in visuals before building scalable systems foundations.

What I Built: Gameplay system iterations, architectural refactors, backend/API foundations, and telemetry-ready service workflows supporting future evolution.
Tech: Unity, C#, Django, DRF, PostgreSQL, React, Three.js
Impact: Established a stronger system architecture base for scalable simulation and multiplayer-oriented evolution (metric placeholder: add feature delivery speed / stability impact).

AI Worker Automation (Positioning Example / Delivery Capability) - Autonomous Workflow Automation Architecture

Challenge: Businesses lose time to repetitive admin and ops workflows spread across chat, spreadsheets, and APIs.
What I Built: AI worker workflows with tool integrations, guardrails (approval thresholds), logging, and reliable action execution paths.
Tech: Python, Django, OpenAI API, Webhooks, Background Workers
Impact: Designed for measurable ops efficiency improvements and reduced manual workload (metric placeholder: add % time saved / throughput lift).

Open Trip ID - Travel Marketplace & Ops-Centric Product Build

Challenge: Commerce and operations workflows need custom logic beyond off-the-shelf templates.
What I Built: End-to-end product and workflow implementation across frontend/backend, WooCommerce customization, plugins, and process-oriented features.
Tech: PHP, WordPress, WooCommerce, SQL, REST API, JavaScript/jQuery
Impact: Strong proof of product ownership and execution under commercial constraints (metric placeholder: add bookings, conversion, or ops efficiency gains).

Availability & Engagement

Available for remote contract work, long-term collaboration, game system architecture, AI automation consulting, and execution-heavy technical partner roles.
Suggested engagement formats: Specialist Build Sprint (1-4 weeks), Technical Partner Retainer, Audit + Roadmap + Build.

Selected Technologies

Python, Django, Django REST Framework, PostgreSQL, JavaScript, TypeScript, React, Next.js, PHP, WordPress, WooCommerce, Unity, C#, REST APIs, Background Workers, AI API Integrations, Webhooks

Notes

Resume generated from current portfolio content and project data. Replace email, resume metrics, and any confidential details before external distribution.