



VALENTINUS RK

Game Producer | Product Owner | Game Designer

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Profile

Experienced Game Producer with **13+ years in the game industry**, specializing in live service games, game design, and leading multidisciplinary teams. Skilled at steering projects from ideation through launch and post-launch operations, with strong communication, vision alignment, resource planning, and stakeholder management abilities.

Professional Experiences

Head Producer, Product Owner & System Designer | Confiction Labs 2022–Present

Lead and develop Riftstorm – PC Cooperative Looter Shooter RPG ([RIFTSTORM on Steam](#))

- Led cross-functional team of 30–45 developers coordinating between Tech Director, Design Director, and Art Directors to maintain vision throughout development
- Ensuring the performance of the game coordinating with QA Manager, manage and prioritize bug and issues to tackle
- Directed and designed comprehensive economic framework including loot distribution algorithms, currency systems, and progression balancing
- Supervised playtesting both in internal team and external team, to get feedback and iterate the game from that
- Developed multi-layered progression systems featuring character leveling, skill trees, weapon upgrades, and meta-progression loops designed for long-term player retention
- Balanced economic systems to maintain optimal player flow, preventing grind fatigue while creating compelling reasons for players to return

Riftstorm's Achievements:

- [Nominee of Best Visual Art](#) – SEA Games Award 2025
- [Nominee of Rising Star Award](#) – SEA Games Award 2025
- [One of the most played games in Steam Next Fest](#) – 2025

Head of Product Mobile Games Division, Producer and Designer | Agate International 2017-2022

Ensure delivery of multiple mobile game titles and supervise the production process while maintaining the talent workforce.

- Oversaw delivery of multiple game titles including live updates and new features
- Ensured and helped all team get the best people, juggle the man planning and/or get extra resources from outsource
- Coordinated and liaised between internal teams and external partners make sure the communication and workflow run smoothly and effective
- Mentored junior producers and helped improve production processes

Successfully delivered Game Titles:

- **Co producer and Designer of [Esports King](#) (2017-2022):** Esports Manager Simulation
 - Coordinator and designer of live ops service of Esports King, creating event schedule and content offer to increase game retention and monetization
 - Lead a team of ten people, to ensure content and event deliveries
- **Supervised - [Code Atma](#) (2018-2022):** Narrative Idle RPG, being the chosen one that can summon creatures to help protect the world (like Persona), heavily inspired and referenced Indonesian culture and folklore
 - Ensure the game build delivery runs well and help hiring and/or transferring talent in and out of studio
 - Achievement: [Best Mobile Game, Game Prime Awards 2021](#)
- **Supervised - [Memories](#) (2018-2022):** Visual novel platform game
 - Ensure the game build delivery runs well and help hiring and/or transferring talent in and out of studio
- **Producer and Designer of [Metal Brave Arena](#) (2017-2020):** PvP Realtime Side-scroll Brawler Arena, player play using Mecha
 - Lead a team of ten, to develop the game from ideation until release
 - Design some of the screen UI/UX
 - Conduct playtesting and gather feedback from the community
- **Supervised - [Juragan Kos](#) (2019):** Casual simulation games of apartment landlord
- **Product Owner of [Kota Kita](#) (2018):** Casual city management game, partnered with [Ponta](#)
 - Direct the game to be a casual idle game that will help boost client's KPI
 - Coordinate with the client and find the best metrics and solution to achieve the client's needs
- **Supervised - [Teka Teki Santai](#) (2018):** Crossword puzzle game
- **Producer and Designer of [Dungeon Chef](#) (2017):** Casual idle restaurant game, heavily inspired by Delicious in Dungeon
 - Lead a team of six, to develop the game from ideation until release
 - Gather feedback and do the balancing iteration in the game
- **Supervised - [Love Spice](#) (2017):** Light romance visual novel

Producer and Designer | Agate International 2010-2016

Producer of various game titles from web games and mobile games

Successfully delivered Game Titles:

- **Producer and Designer of Manulife visual novel game (2015):** A serious game about importance of life- insurance, outsourced by Manulife
 - Lead a team of 4, to develop the game from ideation until release
 - Coordinate with client to find the best solution for their needs
 - Develop and write the dialogue in the game
- **Producer and Designer of [Upin & Ipin Demi Metromillennium](#) (2015):** Mobile casual endless runner game, partnered with Les Copaque
 - Lead a team of 5, to develop the game from ideation until release
 - Coordinate with the partner, to ensure the communication between the two teams runs well
 - Direct and design the gameplay, character design, level design, power up and UI/UX
- **Producer and Designer of [Hilo Jungle Rescue](#) (2013-2014):** Mobile turn-based RPG Game, outsourced by HiLo
 - Lead a team of 5, to develop the game from ideation until release
 - Coordinate with client to find the best solution for their needs
 - Direct and design the gameplay, game system, game character and UI/UX
 - Develop and write the dialogue the game story
- **Producer of [Sengoku IXA](#) Localization:** 4X multiplayer browser game, partnered with Square Enix
 - Lead a team of 6, to localize the game from Japanese to Indonesian
- **Supervised Cerebrovit Academy (2013):** Sims-like browser game, outsourced by Cerebrovit
- **Producer of [Football Saga 2](#) (2012-2014):** Football player simulation browser game
 - Lead a team of 6, to develop the game from ideation to release
 - Operate the game live service and manage game event and system
 - Conduct playtesting and gather feedback from community
 - Actively be the spokesperson in the community forum
 - Achievement: [1st Winner of Best Flash Game - Indonesian Game Award 2012](#)
- **Producer of [Pocari Sweat Futsal Championship](#) (2012):** Futsal simulation browser game, outsourced by Pocari Sweat
 - Lead a team of 5, to develop the game from ideation until release
 - Coordinate with client to find the best solution for their needs
- **Producer of Sariayu Farm Simulation (2011):** Farm simulation browser game, outsourced by Sariayu
 - Lead a team of 3, to develop the game from ideation until release
 - Coordinate with client to find the best solution for their needs
- **Producer of Monster League (2011):** Football RPG on mobile browser (WAP)
 - Lead a team of 3, to develop the game from ideation until release
- **Producer of Pocket Idol (2011):** Idol Manager Simulation on mobile browser (WAP)

- Lead a team of 2, to develop the game from ideation until release
- **Producer of various J2ME Games released in Nokia**
 - Lead a team of 3, to develop the game from ideation until release
- **Game Programmer and Designer of [Mimomachi](#) (2010–2011):** Blackberry's Auto-Battler game
 - Develop the game features and system
 - Balancing the game and create in-game items

Education & Certifications

- 2005 – 2009 Bachelor Degree of Computer Science at BINUS University

Additional Info

- Fluent in English & Indonesian
- Interested in human psychology, cooking, and gardening