

# YUDHA MALADI GUSTIAR

## Game Programmer

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## SUMMARY

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A game programmer with more than 1 year of experience in game development industry and familiar with Unity & C# language. Have been developed & involved in multiple projects with various platforms such as mobile, desktop, and web games. Also familiar with other game engine such as Cocos Creator.

## EXPERIENCE

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### PT WISAGENI MULTIMEDIA INDONESIA - Yogyakarta, Indonesia

Game Programmer (February 2021 - October 2022)

- Involved in both IP and Outsourcing projects
- Crafted game design and implement assets into a fully functioning game
- Fixing major or minor bugs & glitches
- Adding new features, optimizing, and maintain existing projects
- Involved in game design & level design.

## EDUCATION

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### STMIK AUB SURAKARTA (2015 - 2020)

Bachelor of Computer - GPA 3.57

## INVOLVED PROJECTS

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### OUTSOURCING PROJECTS (Mobile, Web)

Role: Programmer

I'm also involved in several outsourcing projects. They have various genres like casual, action, educational, and children's games. I did the prototyping, packing the full game, and implemented other services such as ads, in-app purchase, analytics, and external integrations.

### ROAD JUMPER (Android) - 2022

Role: Developer

A game where you as a chicken have to jumping the road endlessly. Using swipe and tap control. I'm using free assets for the visuals and the music. Available on **Play Store**.

### CIRCLE DASH (Android) - 2020

Role: Developer

A casual game where you have to swipe a circle to keep going through some obstacles endlessly. This was my first released personal project. I got help with the music and UI. Available on **Play Store**.

### ARTEMAT ADVENTURE (Android) - 2019

Role: Game Designer, Programmer, Artist, Sound Designer

An action-adventure game, packed with math questions as a puzzle while you fight your enemy. The enemy behavior was implemented using the Fuzzy Logic algorithm. This was my first project and also used as a subject of my thesis.

## SKILLS

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- Unity
- C#
- Cocos Creator
- TypeScript
- JavaScript