

ASRI KURNIAWAN

Game Developer

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SUMMARY

Enthusiastic game developer with 4 years of experience in creating immersive and engaging gaming experiences. Proficient in Unity3D, C#, and game design principles. Skilled in developing gameplay mechanics, implementing interactive features, and optimizing performance. Passionate about pushing the boundaries of game development to deliver memorable experiences to players.

EXPERIENCE

PT GameWorks - Surabaya, Indonesia

Game Developer (June 2018 - Present)

- Designed and developed 2D and 3D games for mobile and PC platforms using Unity3D and C#.
- Conducted testing and debugging to ensure smooth gameplay and address any technical issues.
- Collaborated with artists, designers, and other developers to conceptualize and prototype game ideas, iterate on gameplay mechanics, and optimize performance.

PT GamingTech - Bandung, Indonesia

Junior Game Developer (April 2016 - May 2018)

- Assisted in the development of game prototypes and projects, contributing to game design discussions and implementing features using Unity3D and C#.
- Participated in playtesting sessions and provided feedback to improve game mechanics, usability, and overall player experience.
- Supported the team in optimizing game performance, troubleshooting technical issues, and implementing bug fixes.

EDUCATION

UNIVERSITAS AIRLANGGA (2012 - 2016)

Bachelor of Computer Science - GPA 3.6

CERTIFICATIONS

- Unity Certified Developer
- C# Certified Programmer
- Game Development Certificate (Coursera)

SKILLS

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| <ul style="list-style-type: none">2D and 3D game developmentUnity3DC# | <ul style="list-style-type: none">Game design principlesGameplay programmingUser interface design |
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