JUSTIN LORE

Game Developer

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SUMMARY

Passionate game developer with 5 years of experience in designing and developing interactive gaming experiences. Proficient in Unity3D, C#, and game design principles. Skilled in creating engaging gameplay mechanics, captivating visuals, and immersive worlds. Committed to delivering high-quality games that entertain and inspire.

EXPERIENCE

PT GameWorks - Bandung, Indonesia
Game Developer (July 2017 - Present)
- Designed and developed 2D and 3D games for mobile and PC platforms using Unity3D and C#.
- Implemented game mechanics, player controls, and user interfaces to create intuitive and engaging gameplay experiences.
- 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 (May 2015 - June 2017)
- 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 GAJAH MADA (2011 - 2015)
Bachelor of Computer Science - GPA 3.7

CERTIFICATIONS

- Unity Certified Developer
- Vuforia Certified Developer
- Oculus VR Developer Certification

SKILLS

- User interface design
- Unity3D
- C#
- Game design principles
- Gameplay programming
- User interface design