

Dhafin Fawwaz Ikramullah

Programmer | Software Engineer

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Education

- **Bandung Institute of Technology**
Informatics | 3rd Semester | Current GPA 3.75/4.00.

Organization

- **Leader of New Member Admission at GIM**
An organization about teaching game development.

Skills

- **Mobile Development :**
Flutter, Dart, Firebase, Java, Kotlin, NodeJs, Unity, C++, C#, Qt.
- **Game Development**
Unity, C#, HLSL, Firebase, PixiJs, Javascript.
- **Web Development**
ReactJs, NextJs, Bootstrap, Angular, Django, Vercel, Flask, Heroku, HTML, CSS, Javascript, Typescript, D3, ExpressJs, MongoDB, SQLite, Firebase, PixiJs, Python, NodeJs, MySQL, PostgreSQL, Prolog.
- **Desktop Development**
C#, C++, .Net, Unity, Python, Java.
- **Other**
Git, Blender, Figma, Illustrator, After Effect, Photoshop, PlasticSCM.

Technical Projects

- **AnimationUI** - [Unity Engine, C#]
Easy drag&drop based open source UI animation tool.
- **Pace Break** - [Unity Engine, C#]
Fast platformer combat, Hollow Knight inspired game, implemented observer, state machine pattern, etc.
- **HexaTap** - [Javascript, PixiJs, Firebase]
A fun and fast paced tapping web game.
- **SiAbsen** - [Inngest API, NextJs, ExpressJs, Vercel, PostgreSQL]
Notification bot for student presence.
- **Expiration Reminder** - [Flutter, ChatGPT API, MongoDB]
Reminder mobile app with QR Code integrated with ChatGPT API for auto-generated description.
- **Portfolio Website** - [NextJs, Typescript]
Website to showcase my collection of projects.
- **Project Arthur** - [Unity Engine, C#, HLSL]
Hack & slash and rougelike top down unfinished game implementing state machine, object pooling, etc.
- **Grappler Crashers** - [Unity Engine, C#, HLSL]
Unique hypercasual game with creative mechanic and physics. Implemented pattern like state machine, singleton, etc. It wins 1st place on internal GIM event.
- **Cube Associator** - [Unity Engine, C#]
Creative game with unique and fun mechanic for submission of GMTK Game jam.
- **Flavy** - [Unity Engine, C#, HLSL]
A visual novel game. It makes a lot of student join GIM (an Organization in ITB).

An Indie Game Developer for fun, a particle vfx/shader enthusiast, and a math enjoyer. Current main specialities are Mobile, Game, and Web Development which will change in the future since I'm interested in learning more. I've published a game with **+5000 installs**, worked inside and led teams on projects.

Work Experience

- **Kirana dan Laplip** - [2023]
Freelance programmer for a storybook game.
- **Legend of Tampoemas Mountain** - [2022]
Freelance programmer, realtime vfx/shader creation, and animator for a storybook game.
- **Flavy** - [2021]
Freelance programmer, realtime vfx/shader creation, and animator for a visual novel game to introduce the new campus branch of Bandung Institute of Technology.

Achievement/Awards

- **Finalist Gemastik XVI** - [2023]
National level Game Development Competition issued by The Ministry of Education and Technology.
- **2nd Winner of Game Dev MAGE 7** - [2021]
National level Game Development Competition issued by Sepuluh Nopember Institute of Technology.
- **Finalist of Kompetisi Sains Nasional** - [2021]
Top 100 national level finalist of an official Computer Science Olympiad by The Ministry of Education attended by highschool student throughout Indonesia.

- **Leapy Leapy Fishy** - [Unity Engine, C#]
Wins 2nd place in Game Development competition issued by Sepuluh Nopember Institute of Technology.
- **Clustered Chaos** - [Unity Engine, C#, HLSL]
Unique lato-lato game with creative mechanic for GIM Jam submission. It wins 2 category on GIM Jam 2023.
- **Very Optimized Coins Shader** - [Unity Engine, HLSL]
Thousands of coins with variated jump phase, flipbook animation, jump height, etc. rendered in only 1 batch.
- **VFX-Shader Collection** - [Unity Engine, C#, HLSL]
My collections of game vfx made with some shaders and particle system created with a lot of shader tricks.
- **Legend of Tampoemas Mountain** - [Unity Engine, C#]
A story book game for kids to tell the Legend of Tampoemas Mountain.
- **RangkiangForm** - [Spreadsheet API, ReactJs, ExpressJs]
Special purpose form for a certain company.
- **Snake4D** - [Unity Engine, C#, HLSL]
Snake game with ability to move in 4th dimension. It manage to get **+5000 installs** when i'm a beginner.

Contact

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