

Dhafin Fawwaz Ikramullah

Programmer | Software Engineer

Education

- **Bandung Institute of Technology**
Undergraduate of Informatics | 2nd Semester | Current GPA 3.82.

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, Express, MongoDB, SQLite, Firebase, PixiJs, Python, NodeJs.
- **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 and drop based open source UI animation.
- **HexaTap** - [Javascript, PixiJs, Firebase]
A fun and fast paced tapping web game.
- **RangkiangForm** - [Google Spreadsheet API, ReactJs]
Special purpose form for a certain company.
- **Portfolio Website** - [NextJs, Typescript]
Website to showcase my collection of projects.
- **Project Arthur** - [Unity Engine, C#, HLSL]
Hack and slash and rougelike top down unfinished game implementing finite state machine, object pooling, etc.
- **Grappler Crashers** - [Unity Engine, C#, HLSL]
Unique hypercasual game with fun and creative mechanic and physics. Implemented pattern like state machine, singleton, etc. It wins 1st place on internal GIM competition.
- **Cube Associator** - [Unity Engine, C#]
Creative game with unique and fun mechanic for submission of GMTK Game jam.
- **Very Optimized Coins Shader** - [Unity Engine, HLSL]
Thousands of coins with variated jump phase, flipbook animation, jump height, etc. rendered in only 1 batch.
- **Ecommerce Book** - [Django, Javascript]
Academic books store website for an assignment.
- **Leapy Leapy Fishy** - [Unity Engine, C#]
The game that makes me wins 2nd place in Game Development competition issued by Sepuluh Nopember Institute of Technology.

An Indie Game Developer for fun, a particle vfx/shader enthusiast, and a math enjoyer. My current main specialities are in Mobile, Game, and Web Development which will change in the future since I'm interested in learning more. I've published a game with **+1000 installs**, worked inside and led teams on projects.

Work Experience

- **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

- **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.
- **Silver Medal of Kompetisi Sains Nasional** - [2020]
Silver medal city level of an official Computer Science Olympiad by The Ministry of Education attended by highschool student throughout Indonesia.

- **Clustered Chaos** - [Unity Engine, C#, HLSL]
Unique lato-lato game with fun and creative mechanic for GIM Jam submission. It wins 2 category on GIM Jam 2023.
- **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.
- **Flavy** - [Unity Engine, C#, HLSL]
A visual novel game to introduce the new campus branch of ITB. I worked as a freelance programmer, realtime vfx/shader creation and animator. It makes a lot of student join GIM (an Organization in ITB).
- **Legend of Tampoemas Mountain** - [Unity Engine, C#]
A story book game for kids to tell the Legend of Tampoemas Mountain.
- **Snake4D** - [Unity Engine, C#, HLSL]
Snake game with ability to move in 4th dimension. It's made when i'm still a beginner but manage to get **+1000 installs**.

Contact

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