Dhafin Fawwaz Ikramullah

Game Developer | Software Engineer

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An Indie Game Developer for fun, a particle vfx/shader enthusiast, and a math enjoyer. Current main specialities are Web, Game, and Mobile 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.

Education

- **Bandung Institute of Technology (ITB)**
  Informatics | 5th Semester | Current GPA 3.78/4.00.

Organization

- **Head of GameDev Committee at Pra-Gemastik ITB**
  Selection of ITB representatif for Gemastik with Himpunan Mahasiswa Teknik Informatika (HMIF).

- **Vice Chairman of Research & Development at GIM**
  An organization about game development in ITB.

- **Head of New Member Admission at GIM**
  An organization about game development in ITB.

Work Experience

- **Dewi Sri** - [2024]

  Freelance programmer for a storybook game.

- **Rolling Glory Jam** - [2024]

  Internship programmer for kinect, phaser, shader creation.

- **Kirana dan Laplip** - [2023]

  Freelance programmer for a storybook game.

- **Legend of Tampoemas Mountain** - [2022]

  Freelance programmer for a storybook game.

- **Flavy** - [2021]
  Freelance programmer for a visual novel game.

Achievement/Awards

- **1st Winner Gemastik XVII** - [2024]

  National level Game Development Competition issued by The Ministry of Education and Technology.

- **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 natianal level finalist of an official Computer Science Olympiad by The Ministry of Education.

Skills

- **Game Development**

  Unity Engine, C#, HLSL/ShaderLab, PixiJs, PhaserJS.

- **Web Development**

  NextJs, SvelteKit, ReactJs, Tailwind, Django, Vercel, Flask, D3, ExpressJs, Vite, SQLite, MySQL, PostgreSQL, MongoDB, Redis, Go, Fiber, PixiJs, NodeJs, Laravel, PHP, Docker.

- **Mobile Development :**

  Flutter, Dart, Firebase, React Native, Unity.

- **Other**

  Git, Blender, PlasticSCM, Figma, C, Assembly, Qemu.

Technical Projects

- **AnimationUI** - [Unity Engine, C#]
  Easy drag&drop based open source UI animation tool/library for Unity Engine, **+300 stars** on Github.

- **Pace Break** - [Unity Engine, C#, HLSL]
  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, OpenAI API, MongoDB]
  Reminder mobile app with QR Code integrated with OpenAI API for auto-generated description.

- **VFX Mesh Generator** - [Unity Engine, C#]
  3D Mesh Generator for VFX creation with shader.

- **Reusable FSM with Editor** - [Unity Engine, C#]
  Implementation of Finite State Machine pattern in Unity including a visual editor.

- **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.

- **Ocular** - [NextJs, Django, C, SQLite]
  Content-based Image Retrieval with web scrapping.

- **Flavy** - [Unity Engine, C#, HLSL]
  A visual novel game to introduce the campus branch of Bandung Institute of Technology.

- **Legend of Tampoemas Mountain** - [Unity Engine, C#]
  Story book game about the Tampoemas Mountain.

- **Financial Streams** - [Unity Engine, C#, HLSL]
  Management, simulation, RPG game winning 1st place in Gemastik XVII 2024.

- **Kirana & Laplip** - [Unity Engine, C#]
  Story book game about Kirana & Laplip.

- **Leapy Leapy Fishy** - [Unity Engine, C#]
  2nd place in Game Development competition issued by Sepuluh Nopember Institute of Technology.

- **Clustered Chaos** - [Unity Engine, C#, HLSL]
  Creative game winning 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.

- **Bezier Curve Generator** - [PixiJs, Vercel, Tailwind]
  Interactive Bezier Curve Generator with procedural animation for the generation process.

- **RangkiangForm** - [Spreadsheet API, ReactJs, ExpressJs]
  Form with spreadsheet API for Coffee Company.

- **OsLahPokoknya** - [C, Assembly, Qemu]
  Operating System written in C & Assembly.

- **Le Mari** - [Python, Flet, SQLite]
  A Desktop App to Manage Outfits.

- **Wikirace Solver** - [PixiJs, Go, Fiber]
  Wikirace solver with webscrapping & multithreading.

- **Auth Template** - [NextJs, Django, Express, Go,Fiber, Laravel]
  Auth implementation with many frameworks.

- **Snake4D** - [Unity Engine, C#, HLSL]
  4D Snake game getting **+5000 installs** when i'm a beginner.

Contact

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