

Dhafin Fawwaz Ikramullah

Programmer | Software Developer

Education

- Bandung Institute of Technology

Undergraduate of Informatics | 2nd Semester | Current GPA 3.82.

Skills

- Mobile Development

Flutter, Dart, Firebase, Java, Kotlin, Node Js, Unity, C++, C#, Qt.

- Game Development

Unity, C#, HLSL, Firebase, Pixi Js, 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.

Technical Projects

- AnimationUI

Really useful open source tool to animate UI in Unity Engine with just drag and drop.

- HexaTap

A fun and fast paced tapping web game written in javascript with PixiJs. It also use firebase to manage the database.

- Rangkiang Form

Special purpose form for a certain company integrated with google spreadsheet (google docs) api. It also uses ReactJs for the frontend.

- Portfolio Website

My portfolio website to showcase my collection of projects. This project take advantage of NextJs and also written in typescript.

- Ecommerce Book

A website for buying academic books. Its an assignment for Introduction to Computation in ITB made with Django and some javascript.

- Project Arthur

Hack and slash and rougelike top down unfinished game made with Unity, C#, and HLSL. This project implemented some pattern like state, singleton, etc.

- Grappler Crashers

Unique hypercasual game with fun and creative mechanic and physics made with Unity, C#, and HLSL. Implemented some pattern like object pooling, finite state machine, etc.

- Cube Associator

Creative game with unique and fun mechanic for submission of GMTK Game jam made with Unity, C#, and HLSL.

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.

- Very Optimized Coins Shader

Shader to make thousands of coins with variated jump phase, flipbook animation, jump height, etc. rendered in only 1 batch.

- Clustered Chaos

Unique lato-lato game with fun and creative mechanic for GIM Jam submission made with Unity, C#, and HLSL. This game wins 1st place on GIM Jam 2023.

- VFX-Shader Collection

My collections of game vfx made with some shaders and particle system created with a lot of shader tricks. Some of has optimized version mainly for mobile.

- Flavy

A visual novel game to introduce the new campus branch of Bandung Institute of Technology. While being a programmer, i also made the realtime vfx with shader took care of some sprite bending animation.

- Legend of Tampoemas Mountain

A story book game for kids to tell the Legend of Tampomas Mountain. It took advantage of Audacity's ability to export timestamps for sounds.

Contact

- ⚡ Personal Website

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- ⚡ Github

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