

Dhafin Fawwaz Ikramullah

Game Developer | Software Engineer

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Education

- **Bandung Institute of Technology (ITB)**
Informatics | 4th Semester | Current GPA 3.78/4.00.

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.

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.

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.
- **Project Arthur** - [Unity Engine, C#, HLSL]
Hack & slash and rougelike top down unfinished game implementing state machine, object pooling, etc.

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.

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.

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, 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 campus branch of Bandung Institute of Technology.

- **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]
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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