

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, 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**
Useful open source tool to animate UI in Unity Engine with just drag and drop. It makes animating UI faster.
- **HexaTap**
A fun and fast paced tapping web game written in javascript with PixiJs and firebase for the database.
- **RangkiangForm**
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, object pooling, etc.
- **Grappler Crashers**
Unique hypercasual game with fun and creative mechanic and physics made with Unity, C#, and HLSL. Implemented pattern like state machine, singleton, etc. It wins 1st place on internal GIM competition.
- **Cube Associator**
Creative game with unique and fun mechanic for submission of GMTK Game jam made with Unity, C#, and HLSL.

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

- **Bandung Institute of Technology**
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**
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. It wins 2 category 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.
- **Flavy**
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**
A story book game for kids to tell the Legend of Tampoemas Mountain.
- **Snake4D**
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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