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| Dhafin Fawwaz Ikramullah  Programmer | Software Engineer | 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. | | |
| 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, ExpressJs, MongoDB, SQLite, Firebase, PixiJs, Python, NodeJs.   * Desktop Development   C#, C++, .Net, Unity, Python, Java.   * Other   Git, Blender, Figma, Ilustrator, After Effect, Photoshop, PlasticSCM. | 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 natianal 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. | | |
| Technical Projects | | | |
| * [AnimationUI](https://github.com/DhafinFawwaz/Unity-AnimationUI) - [Unity Engine, C#]   Easy drag and drop based open source UI animation.   * [HexaTap](https://hexatap-47a94.web.app/) - [Javascript, PixiJs, Firebase]   A fun and fast paced tapping web game.   * [RangkiangForm](https://dhafinfawwaz.github.io/project/rangkiang-form) - [Spreadsheet API, ReactJs, ExpressJs]   Special purpose form for a certain company.   * [Portfolio Website](https://dhafinfawwaz.github.io/) - [NextJs, Typescript]   Website to showcase my collection of projects.   * [Project Arthur](https://kitkatmt.itch.io/sword-boi) - [Unity Engine, C#, HLSL]   Hack & slash and rougelike top down unfinished game implementing state machine, object pooling, etc.   * [Grappler Crashers](https://kitkatmt.itch.io/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](https://kitkatmt.itch.io/cube-associator) - [Unity Engine, C#]   Creative game with unique and fun mechanic for submission of GMTK Game jam.   * [Very Optimized Coins Shader](https://github.com/DhafinFawwaz/Unity-Optimized-Coins-Shader) - [Unity Engine, HLSL]   Thousands of coins with variated jump phase, flipbook animation, jump height, etc. rendered in only 1 batch.   * [Expiration](https://github.com/DhafinFawwaz/Project-Book-Django) Reminder - [Flutter, ChatGPT API, MongoDB]   Reminder mobile app with QR Code integrated with ChatGPT API for auto-generated description.   * [Leapy Leapy Fishy](https://www.youtube.com/watch?v=M86PU0PGgaM) - [Unity Engine, C#]   The game that makes me wins 2nd place in Game Development competition issued by Sepuluh Nopember Institute of Technology. | | * [Clustered Chaos](https://kitkatmt.itch.io/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](https://dhafinfawwaz.github.io/project/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](https://joshia-t.itch.io/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](https://dhafinfawwaz.github.io/project/legenda-gunung-tampomas) - [Unity Engine, C#]   A story book game for kids to tell the Legend of Tampoemas Mountain.   * [Snake4D](https://play.google.com/store/apps/details?id=com.sppAghetti.Snake4D&hl=en&gl=US) - [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 | |
| * Personal Website   <https://dhafinfawwaz.‌github.io/>   * Gmail   [dhafin.fawwaz@gmail.‌com](https://mail.google.com/mail/?view=cm&fs=1&tf=1&to=dhafin.fawwaz@gmail.com)   * Github   <https://github.com/‌DhafinFawwaz> | * Linkedin   [https://www.linkedin.com/‌in/dhafinfawwaz/](https://www.linkedin.com/in/dhafinfawwaz/)   * Whatsapp   [+628116292109](https://wa.me/628116292109/?text=)   * Instagram   [@dhafin\_fawwaz](https://www.instagram.com/dhafin_fawwaz)   * Discord   [KitkatMT#3449](https://discordapp.com/channels/@me/KitkatMT#3449/) |