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| Dhafin Fawwaz Ikramullah  Software Engineer | Game Developer  Website: [https://dhafinfawwaz.com](https://dhafinfawwaz.com/)  Github: <https://github.com/DhafinFawwaz>  Linkedin <https://linkedin.com/in/dhafinfawwaz/> | Software Engineer, 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**](https://play.google.com/store/apps/details?id=com.sppAghetti.Snake4D&hl=en&gl=US), worked inside and led teams on multiple projects. | |
| Education – The Education I attended   * Bandung Institute of Technology (ITB)   Informatics | 6th Semester | Current GPA 3.76/4.00.  Work Experience – Every Paid Projects   * Memento - [2025]   Freelance Software Engineer for a Photobooth App with Video Editing feature, Payment Gateway, Printer & Camera integration, with Website, Backend Server & Database, and Gmail Notification.   * Programing Lab Asistant ITB - [2024]   Programming laboratorium Asistant for ITB.   * Rolling Glory Jam - [2024]   Internship Software Engineer for kinect (Computer Vision), shader creation, with Unity Engine & PhaserJs.   * Dewi Sri - [2024]   Freelance programmer for a storybook game.   * Kinnaria - [2024]   Freelance programmer for a rythm game.   * 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.  Organization – Activities througout my journey   * Head of Programming at GIM ITB   Lead GIM Website Development, share programming knowlede for an organization about gamedev in ITB.   * Head of GameDev Committee at Pra-Gemastik ITB   Selection of ITB representatif for Gemastik with Himpunan Mahasiswa Teknik Informatika (HMIF).   * Vice Head of Research & Development at GIM   Share research, competition, and manage team project for An organization about game development in ITB.   * Head of New Member Admission at GIM ITB   6 months process of new member selection for An organization about game development in ITB. | Education – The Education I attended   * Bandung Institute of Technology (ITB)   Informatics | 6th Semester | Current GPA 3.76/4.00.  Achievement/Awards – Big Achievement in my Journey   * 1st Winner Gemastik XVII - [2024]   National level Game Development Competition issued by The Ministry of Education and Technology.   * Ganesha Award (Ganesha Karya) - [2024]   National level Game Development Competition issued by The Ministry of Education and Technology.   * Finalist IT Fest 2024 - [2024]   National level Software Development Competition issued by Padjajaran University.   * Finalist Gemastik XVI - [2023]   National level Game Development Competition issued by The Ministry of Education and Technology.   * 2 Category Winner GIM Jam 2023 - [2023]   National level Game Development Competition by GIM ITB.   * 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 – Tools I’ve used and good at   * Game Development   Unity Engine, C#, HLSL/ShaderLab, PixiJs, PhaserJS.   * Web Development   NextJs, Django, Fiber, SvelteKit, ReactJs, Tailwind, Flask, D3, ExpressJs, Vite, SQLite, MySQL, PostgreSQL, MongoDB, Redis, NodeJs, ThreeJs, Socket.io, k6, PHP, Docker, HonoJs, Storyblok, Vercel, Suabase, OpenAPI/Swagger/Scalar.   * Mobile Development   Flutter, Dart, Firebase, React Native, Unity.   * Desktop Development   Tauri, Rust, .NET, Unity, FFMPEG, Java, Qt, Unity, Python.   * Operating System Development   C, Assembly, Qemu, Linux, Virtual Box. | |
| Selected Technical Projects – A lot more at <https://dhafinfawwaz.com/#project> | | |
| * [AnimationUI](https://github.com/DhafinFawwaz/Unity-AnimationUI) - [Unity Engine, C#]   Easy drag & drop based open source UI animation tool/library for Unity Engine, **+400 stars** on Github.   * [Magic](https://kitkatmt.itch.io/pacebreak) Cube Solver - [ThreeJs, Vite, Tailwind]   AI Algorithm like Genetic, Simulated Annealing, Stochastic, etc. with 3D Animated Visualization of Magic Cube Solver.   * [Pace Break](https://kitkatmt.itch.io/pacebreak) - [Unity Engine, C#, HLSL]   Fast platformer combat, Hollow Knight inspired game, implemented observer, state machine pattern, etc.   * [HexaTap](https://hexatap-47a94.web.app/) - [Javascript, PixiJs, Firebase]   A fun and fast paced tapping web game.   * [SiAbsen](https://dhafinfawwaz.github.io/project/siabsen) - [Inngest API, NextJs, ExpressJs, Vercel, PostgreSQL]   Notification bot for student presence.   * [Expiration](https://dhafinfawwaz.github.io/project/expiration-reminder) Reminder - [Flutter, OpenAI API, MongoDB]   Reminder mobile app with QR Code integrated with OpenAI API for auto-generated description.   * [VFX Mesh](https://dhafinfawwaz.github.io/project/vfx-mesh-generator) Generator - [Unity Engine, C#]   3D Mesh Generator for VFX creation with shader.   * [Reusable FSM with Editor](https://dhafinfawwaz.github.io/project/reusable-finite-state-machine-with-editor) - [Unity Engine, C#]   Implementation of Finite State Machine pattern in Unity including a visual editor.   * [Grappler Crashers](https://kitkatmt.itch.io/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](https://dhafinfawwaz.github.io/project/ocular) - [NextJs, Django, C, SQLite]   Content-based Image Retrieval with web scrapping.   * [Flavy](https://joshia-t.itch.io/flavy) - [Unity Engine, C#, HLSL]   A visual novel game to introduce the campus branch of Bandung Institute of Technology.   * [Financial Streams](https://kitkatmt.itch.io/sword-boi) - [Unity Engine, C#, HLSL]   Management, Finansial Lieteracy, Streamer Simulation, RPG game winning 1st place in Gemastik XVII 2024. | | * [Leapy Leapy Fishy](https://www.youtube.com/watch?v=M86PU0PGgaM) - [Unity Engine, C#]   3D Game, Won 2nd place in Game Development competition issued by Sepuluh Nopember Institute of Technology.   * [Clustered Chaos](https://kitkatmt.itch.io/sword-boi) - [Unity Engine, C#, HLSL]   Creative game winning 2 category on GIM Jam 2023.   * [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.   * [Bezier Curve Gen](https://beziercurvegenerator.vercel.app/)erator - [PixiJs, Vercel, Tailwind]   Interactive Bezier Curve Generator with procedural animation for the generation process.   * [RangkiangForm](https://dhafinfawwaz.github.io/project/rangkiang-form) - [Spreadsheet API, ReactJs, ExpressJs]   Form with spreadsheet API for Coffee Company.   * [OsLahPokoknya](https://dhafinfawwaz.github.io/project/oslahpokoknya) - [C, Assembly, Qemu]   Operating System written in C & Assembly.   * [Le Mari](https://dhafinfawwaz.github.io/project/le-mari) - [Python, Flet, SQLite]   A Desktop App to Manage Outfits.   * [Wikirace Solver](https://dhafinfawwaz.github.io/project/wikirace-solver) - [PixiJs, Go, Fiber]   Wikirace solver with webscrapping & multithreading.   * [Auth Template](https://github.com/DhafinFawwaz/Auth-With-Many-Frameworks) - [NextJs, Django, Express, Go,Fiber, Laravel]   Auth implementation with many frameworks.   * [Snake4D](https://play.google.com/store/apps/details?id=com.sppAghetti.Snake4D&hl=en&gl=US) - [Unity Engine, C#, HLSL]   4D Snake game getting **+5000 installs** when i’m a beginner.   * GIM Website - [2025]   Lead Software Engineer for a an Organization Website, integrated with my Custom Open API Library for NextJs, Storyblok CMS, Database, Prisma ORM, etc. |
| Contact  Gmail: [dhafin.fawwaz@gmail.‌com](https://mail.google.com/mail/?view=cm&fs=1&tf=1&to=dhafin.fawwaz@gmail.com)  Instagram: [@dhafin\_fawwaz](https://www.instagram.com/dhafin_fawwaz)  Whatsapp: [+628116292109](https://wa.me/628116292109/?text=)  Discord: [kitkatmt](https://discordapp.com/channels/@me/kitkatmt) |