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| Dhafin Fawwaz Ikramullah  Programmer | Software Engineer  Website: <https://dhafinfawwaz.‌github.io/>  Github: <https://github.com/DhafinFawwaz>  Linkedin <https://linkedin.com/in/dhafinfawwaz/> | 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**](https://play.google.com/store/apps/details?id=com.sppAghetti.Snake4D&hl=en&gl=US), worked inside and led teams on projects. |
| Education   * Bandung Institute of Technology (ITB)   Informatics | 4th Semester | Current GPA 3.77/4.00.  Organization   * Leader of New Member Admission at GIM   An organization about game development in ITB.   * Vice Leader of Research & Development at GIM   An organization about game development in ITB.  Skills   * Mobile Development :   Flutter, Dart, Firebase, Java, Kotlin, Unity, C#.   * Game Development   Unity, C#, HLSL, Firebase, PixiJs, Javascript.   * Web Development   NextJs, ReactJs, MongoDB, Django, Vercel, Flask, Bootstrap, HTML, CSS, Javascript, Typescript, D3, ExpressJs, Heroku, SQLite, MySQL, PostgreSQL, Go, Fiber, Firebase, PixiJs, Python, NodeJs, Laravel, PHP.   * Other   Git, Blender, Figma, PlasticSCM. | Work Experience   * 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.  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 natianal level finalist of an official Computer Science Olympiad by The Ministry of Education attended by highschool student throughout Indonesia. |
| Technical Projects | |
| * [SiAbsen](https://dhafinfawwaz.github.io/project/siabsen) - [Inngest API, NextJs, ExpressJs, Vercel, PostgreSQL]   Notification bot for student presence.   * [Ocular](https://dhafinfawwaz.github.io/project/ocular) - [NextJs, Django, C, SQLite]   Content-based Image Retrieval with web scrapping.   * [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.   * [RangkiangForm](https://dhafinfawwaz.github.io/project/rangkiang-form) - [Spreadsheet API, ReactJs, ExpressJs]   Form with spreadsheet API for a certain company.   * [Auth Template](https://github.com/DhafinFawwaz/Auth-With-Many-Frameworks) - [NextJs, Django, Express, Go,Fiber, Laravel]   Auth implementation with many frameworks.   * [AnimationUI](https://github.com/DhafinFawwaz/Unity-AnimationUI) - [Unity Engine, C#]   Easy drag&drop based open source UI animation tool.   * [Pace Break](https://kitkatmt.itch.io/pacebreak) - [Unity Engine, C#]   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.   * [VFX Mesh](https://dhafinfawwaz.github.io/project/vfx-mesh-generator) Generator - [Unity Engine, C#]   3D Mesh Generator for VFX creation with shader.   * [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.   * [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. | * [Leapy Leapy Fishy](https://www.youtube.com/watch?v=M86PU0PGgaM) - [Unity Engine, C#]   2nd place in Game Development competition issued by Sepuluh Nopember Institute of Technology.   * [Reusable FSM with Editor](https://dhafinfawwaz.github.io/project/reusable-finite-state-machine-with-editor) - [NextJs, Typescript]   Implementation of Finite State Machine pattern in Unity including a visual editor.   * [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.   * [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.   * [Legend of Tampoemas Mountain](https://dhafinfawwaz.github.io/project/legenda-gunung-tampomas) - [Unity Engine, C#]   Story book game about the Tampoemas Mountain.   * [Kirana](https://dhafinfawwaz.github.io/project/kirana-dan-laplip) & Laplip - [Unity Engine, C#]   Story book game about Kirana & Laplip.   * [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 manage to get **+5000 installs** when i’m a beginner. |
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