

DHIAZ ANGGANA RAMADHAN

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PROFILE SUMMARY

Fresh graduate of Informatics from Gunadarma University with hands-on experience in developing 2D platformer games using Unity and C#. Skilled in mobile game development, gameplay programming, UI design, and web development (PHP, JavaScript). Completed certifications in networking, programming, DBMS, and web design. Highly motivated to start a career as a Junior Game Developer or Software Developer.

PROJECT EXPERIENCE

Game Android 2D Platformer “Dragon Warrior: Arise” (Unity, C#), Bekasi Apr 2025 – Sep 2025

- Expanded the original game from 3 levels to 6 levels with improved difficulty scaling.
- Redesigned level structure with separated scenes to allow flexible navigation between levels.
- Improved mobile control system (virtual joystick & responsive action buttons) for better Android gameplay comfort.
- Optimized performance and UI for Android devices, ensuring smooth FPS and user-friendly interface.

Web Application – “Toko Parfum Laundry” (PHP, MySQL), Bekasi Sep 2024 – Jun 2025

- Developed an online laundry service website using PHP and MySQL, enabling customers to place laundry service orders digitally.
- Built an admin dashboard with secure login and CRUD management for service catalog.
- Implemented order management workflow: customer requests → admin approval system.
- Added customer features such as catalog browsing and online ordering.
- Successfully passed BNSP competency assessment; all features met national skill standards and were validated through practical examination.

Game Windows 2D Platformer “Dragon Warrior” (Unity, C#), Bekasi Mar 2024 – Aug 2024

- Developed a 2D platformer game for Windows using Unity Engine and C#.
- Implemented character movement, enemy behavior, health system, and collision mechanics.
- Designed 3 game levels using Tilemap with increasing difficulty.
- Built Pause Menu, Dead Menu, and Level Finish Menu to improve gameplay flow and user interaction.
- Created audio system including background music, attack sounds, enemy sounds, and environmental SFX to enhance immersion.
- Integrated animations and visual effects for smoother player experience.

EDUCATION

Gunadarma University, Bachelor of Informatics, Kalimalang Sep 2021 – Sep 2025

- GPA: 3.77 / 4.00
- Relevant coursework: Web Programming, Game Development, Database Systems.

CERTIFICATIONS

Certificate of Competence: Programming – Junior Web Programmer (BNSP) - Gunadarma University	Jun 2025
Aptitude Test - Gunadarma University	Jun 2025
Basic Web Application Design - Gunadarma University	Sep 2024
Wide Area Network Using Cisco Router for Intermediate - Gunadarma University	Aug 2024
JavaScript Programming Language Fundamental - Gunadarma University	Feb 2024
Oracle for Intermediate - Gunadarma University	Feb 2024
Local Area Network Using Cisco Router - Gunadarma University	Aug 2023
Oracle for Beginner - Gunadarma University	Feb 2023
Fundamental Networking - Gunadarma University	Aug 2022
Fundamental DBMS - Gunadarma University	Feb 2022

LANGUAGES AND SKILLS

Languages

- Bahasa Indonesia (Native), English (Basic Proficiency).

Technical Skills

- Programming: C#, JavaScript (fundamental), PHP, Python (basic).
- Game Development: Unity Engine, Gameplay Programming, Mobile Controls, UI/UX, Animation.
- Web Development: HTML, CSS, PHP.
- Database: MySQL, DBMS, Oracle.
- Networking: Fundamental Networking, LAN/WAN, Cisco Router (Beginner–Intermediate).

Tools

- Microsoft Office: Word, PowerPoint, Excel (Basic), Access (Basic).
- Software: Unity, Visual Studio, VS Code, Git & GitHub, Figma (Basic), Adobe Photoshop (Basic), Adobe Premiere (Basic).