GEORGE ELVER ANDREW TAMBA

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ABOUT ME

Enthusiastic junior front-end developer with a strong foundation in modern web technologies. I thrive on learning and applying the latest tools and techniques in front-end development at translating designs into functional web applications and eager to contribute to dynamic teams where creativity, innovation, and moral principles are valued.

SKILLS

Technical Skills:

- C#
- C++
- Java
- Unity
- Blender
- NetBeans

Soft Skills:

- Problem Solving
- Team Leadership
- Project Management
- Communication Skills
- Team Coordination

ORGANIZATIONAL EXPERIENCE

President University Faculty Association of Computer Science 2025 | OCT 2024 – PRESENT
Vice Chairperson 1
- Leading 8 division that consists of more than 50+ people in meetings and annual events

Computer Science Atmosphere 2025 | FEB 2025 – PRESENT
Project Manager
- Leading and managing more than 14 divisions making the event organized.

Computing Sports and Games Olympiad 2024 | NOV 2023 – FEB 2024
Vice Project Manager
- Leading and managing more than 20 divisions making the event organized.

President University Faculty Association of Computing 2024 | NOV 2023 – OCT 2024
Member of Art and Sport Division
- Developing team building with 5 people in the division with 1 big annual event and 2 workplans

PROJECTS

3S Quest Tidy Up The Workspace | Bootcamp Final Project
President University & PT Mattel Indonesia
- Developed and implemented core gameplay systems, including task mechanics, with scoring, penalties, and result assessments based on real 5S principles.
- Programmed task progression tracking, special conditions like SortBias detection, and integrated immersive audio feedback and UI systems for a complete VR experience.
- Collaborated on gameplay balancing, feature documentation, and user guides, ensuring fair, challenging, and instructional VR training gameplay within a 4-person team.
- Tools:

Raturu Home Fever | ITB Game Jam Project
Ganesha Interactive Media ITB
- Developed core gameplay mechanics and puzzle interaction systems in Unity as part of a 10-person multidisciplinary team during a one-week game jam.
- Collaborated closely with designers, artists, and writers to integrate narrative elements and environmental puzzles into a cohesive, eerie game experience.
- Enhanced communication, rapid prototyping, and problem-solving skills while delivering a functional, polished game under tight deadlines.
- Tools:

Outbreak | Bootcamp Game Project
President University
- Designed and implemented the complete level layout, creating an engaging escape path and encounter pacing to challenge players under zombie attack pressure.
- Developed a finite state machine (FSM) system for zombie AI, managing transitions between Idle, Chase, Attack, and Dead states with appropriate animation triggers.
- Collaborated within a 3-person team to balance gameplay difficulty, enemy behavior, and player progression for a satisfying survival experience.
- Tools:

ZombieTop | Bootcamp Game Project
President University
- Developed a complete 2D side-scrolling shooter in Unity, implementing player controls, shooting mechanics, enemy AI, and level systems.
- Designed and programmed a custom zombie NPC AI using raycasting for player detection based on building alignment, enabling dynamic chase and attack behaviors.
- Created original game assets using Aseprite, including player characters, zombies, and environment elements, and integrated them into a cohesive gameplay experience.
- Tools:

Urban Dash | 3D Animation Project
President University
- Designed and modeled all 3D assets for the animation, including characters and environmental elements, using Blender.
- Developed and animated character movements and scene transitions to create a dynamic and engaging visual narrative.
- Wrote the animation script and designed the overall environment layout to support a coherent and visually compelling storytelling experience.
- Tools:

Payroll Management System | OOVP Mini Project
President University
- Developed a salary management system using object-oriented programming principles, enabling users to input income and calculate deductions, including automated tax estimations.
- Designed and implemented the user interface, focusing on usability and clarity for salary breakdown and tax display.
- Integrated the application with a MySQL database via XAMPP localhost to store and manage user salary records securely and efficiently.
- Tools:

LANGUAGES

- Bahasa Indonesia (Native Proficiency)
- English (Full Professional Proficiency)
- Tagalog (Conversational Proficiency)

EDUCATION

Undergraduate Bachelor of Computer Science, in Informatics | Bootcamp Final Project
President University
- Currently Taking Game Development Concentration
- GPA: 3.85/4.00