

GEORGE ELVER ANDREW TAMBA

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ABOUT ME

Undergraduate student majoring in Information Technology with a concentration in Game Development at President University, specializing in game development using the Unity Engine. Experienced in developing games across multiple platforms, including 2D, 3D, and Virtual Reality projects. Passionate about game development, with hands-on experience in personal projects, academic assignments, and competitive game development events. Aspires to build impactful, original titles that deliver engaging, meaningful experiences to players worldwide.

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: Unity Engine, C#

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: Unity Engine, C#

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: Unity Engine, C#

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: Unity Engine, C#, Aseprite

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: Blender

Payroll Management System | OOV 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: Java, NetBeans

LANGUAGES

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

EDUCATION

Undergraduate Bachelor of Computer Science, in Informatics

President University

- Currently Taking Game Development Concentration
- GPA: 3.85/4.00