

# GEORGE ELVER ANDREW TAMBA

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**Portfolio:** <https://georgetamba.github.io/George-Game-Porto>



## 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: 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