GEORGE ELVER ANDREW TAMBA

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ABOUT ME

I am an undergraduate Information Technology student at President University, specializing in Game Development. I have experience building projects in game development, mobile apps, and software systems. I enjoy turning ideas into functional digital solutions and working through the full development cycle from design to deployment. I'm also active in student organizations, where I've gained experience leading and managing teams. Always eager to learn and contribute, I aim to grow as a developer and work on impactful tech projects.

SKILLS

Technical Skills: HTML, CSS, JavaScript, C#, C++, Java, MySQL, Unity Engine, NetBeans, Android Studio, Blender
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#

Lost & Found App | Mobile App for Reporting Lost Items
President University
- Developed the image capture and upload feature using the device camera, allowing both Admin and User roles to submit item photos and details through a clean, intuitive UI.
- Integrated Firebase Realtime Database and Firebase Storage to enable real-time data syncing and centralized image handling, ensuring accessibility across all user types.
- Collaborated on designing and connecting front-end Android components with backend services in Android Studio, focusing on smooth data flow and usability across devices.
- Tools: Android Studio, Java, Kotlin, FireBase

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 | 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: NetBeans, Java, MySQL

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