GEORGE ELVER ANDREW TAMBA

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Summary

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.

Currently serving as Vice Chairperson of the President University Faculty Association of Computer Science, actively supporting student initiatives and honing leadership, collaboration, and organizational skills.

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 & Expertise

- C#
- C++
- Java
- Unity
- Blender
- Game Development (2D, 3D, VR)
- 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.
- Handling and leading 3 or more meeting for more than 50 members from different divisions to report on the progress of their job every month or week

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
- Appointed as the Vice Project Manager of Computing Sports and Games Olympiad, for the Computing Faculty non-academic event

Projects

Bootcamp Game Project: ZombieTop (2025)

- 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.

Game Jam Project: Raturu Home Fever (2025)

- 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.

Bootcamp Game Project: Outbreak (2025)

- 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.

Bootcamp Final Project: 3S Quest Tidy Up The Workspace (2025)

- Developed and implemented core gameplay systems for Level 2, including task mechanics for Sorting, Set in Order, and Shine, 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.

Languages

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

Education

President University - Jababeka, Indonesia   Sep 2023 - Dec 2026 (Expected)

Undergraduate Bachelor of Informatics, Game Development Concentration, Computer Science

GPA: 3.85/4.00