Virly Karaniyametta Arista

Portfolio: https://virly-arista-porto.vercel.app/   GitHub: https://github.com/Hinakhina

Jakarta Barat │ +62 813 7863 3352 │ virly.k.arista@gmail.com │ LinkedIn: Virly Karaniyametta Arista

ABOUT ME

Computer Science undergraduate at Bina Nusantara University with a strong passion for game development and AI-driven software. Experiences include developing games with Unity and Godot, mentoring, and leading organizational projects, strengthening skills in teamwork. Committed to exploring while continuously refining expertise in coding through projects, aiming to contribute innovative and impactful digital solutions in collaborative environments.

EDUCATION

Undergraduate of Computer Science - Bina Nusantara University, Jakarta   **2023 - Present**
Ongoing 5th semester
GPA 3.88/4.00

Senior Highschool - SMAS Maitreyawira Batam   **2020-2023**
Mathematic and Science Major

WORK EXPERIENCE

Mentor - DevHive Bootcamp   **September 2024 - Present**
- Guided and supported over 40 students throughout a one-year period in Computer Science courses, facilitating weekly instructional sessions to enhance their understanding and skills.

Academic Mentor - Bina Nusantara University   **October 2024 - January 2025**
- Provided academic guidance to 10 computer science peers, clarifying complex course materials and improving their comprehension.
- Led and organized focused study groups to prepare for courses exams, improving overall performance.

ORGANIZATION EXPERIENCE

Game Programmer - Portfolio Jam - Indie Games Group Indonesia   **June 2025 - August 2025**
- Developed core gameplay features using GDScript in Godot for the game "Watchman" in a 5 random member team, during a 1-month game jam.
- Co-programmed the game's essential mechanics and features as part of a 2 person programming team, reduced gameplay, ensuring stability and functionality.
- Facilitated a collaborative environment to optimize development efficiency and maintain open communication.

Public Relations Coordinator - Workshop 2024 BGDC   **November 2024 - April 2025**
- Led a 3 person PR division, oversaw negotiations, and successfully secured 6 media partners within two weeks to strengthen event promotion.
- Conducted quality control of PR staff performance, prepared division meeting, and coordinates meeting's schedules and materials.
- Collaborated with 19 cross-division staff, including PR division, to ensure smooth execution, and successfully achieved over 130 participants.
- Produced a 10 minutes e-learning video focused on movement in Unity 2D and 3D in collaboration with a partner, submitted to Teach For Indonesia (TFI) as learning resource.

ORGANIZATION EXPERIENCE

Publication & Equipment Coordinator - Welcoming Party BGDC   **January 2024 - March 2024**
- Led a 12-person team managing event logistic, publication, and promotional activities.
- Coordinated documentation, scheduling, and resource allocation to ensure timely and cost-efficient event execution.
- Maintained budget control and timeline tracking to guarantee smooth event operations.

Partnership Staff - Indienesia Game Festival BGDC   **July 2024 - August 2024**
- Secured 4 indie game developers as exhibitors and media partners, expanding event visibility and outreach.
- Drafted formal partnership proposals and maintained professional communication with external partners to ensure clarity and alignment.
- Negotiated and prepared written partnership agreements directly with partners, ensuring balanced agreements with final review conducted under coordinator supervision.

SKILLS

Soft Skills:
- Team Management
- Analytical reasoning
- Formal written communication
- Collaboration in team
- Leadership
- Adaptability

Hard Skills:
- Programming Language: Python, C#, Javascript, CSS, SQL, C, C++, Java
- Game Engine: Unity, Godot, Ren'Py
- Tools: GitHub, Trello, Notion
- Language: Mandarin (HSK 3), Intermediate English

CERTIFICATIONS

- Research Paper presentation - ICCSCI 2025   **July 2025 - August 2025**
- Portfolio Jam - Indie Games Group Indonesia   **July 2025 - August 2025**
- "Code Generation and Optimization" class - IBM Wave 4   **July 2025**
- Game AI Programming (Batch 7) - Agate Academy   **Febuary 2025 - March 2025**
- Informatics Logical Programming Competition Participant   **Febuary 2023**

PROJECTS

- Game "Watchmen" - Game Programmer
- Game "March Flowers, April Showers" - Game Programmer
- Game "Tebak Gambar" - Game Developer
- Hand Gesture Recognition System - Programmer
- Webtoon Recomendation Website - Web Developer
- Game "Night Maze" - Game Developer
- Game "Tea Haven" - Game Programmer
- Game "Litter Flipper" - Game Programmer
- Website "Willify" - Front End Developer