KAHLAA AULIA JEMIMA

GAME PROGRAMMER

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SUMMARY

A 5th semester student in the Game Technology program at Politeknik Negeri Media Kreatif Jakarta, with a primary interest in becoming a Game Programmer. Skilled in using Unity and C#, with experience developing educational and puzzle games. Comfortable working in a team and highly enthusiastic about learning new things.

ADDITIONAL SKILLS

- NPC & AI interaction system development
- 2D/3D Player movement
- Basic UI/UX Programming in Unity
- Front-end web

TECHNICAL SKILLS

- Game Engine: Unity
- Programming Language : C#, CSS, JavaScript
- Tools: VS Code, Blender, Adobe Illustrator, Canva, and Capcut

ORGANIZATIONAL & EVENT EXPERIENCE

Member and Head of the Human Resources Development Division (PSDM) of the Game Technology Student Association, Polimedia, 2024–2025.

- Coordinated development activities and addressed internal organizational issues.
- Assisted in the recruitment and evaluation process of new members.
- Implemented programs aimed at enhancing members' knowledge and professional development.

PKKMB Polimedia Jakarta 2024 & 2025 – Member and Senior Staff, Field Coordinator

- Managed field operations and guided new students throughout the activities.
- Developed communication, leadership, and problem-solving skills.

PROJECTS → https://jemsportfoliouniverse.netlify.app/

Let's Explore (2024) – Educational Game (Unity 2D, PC)

- Role: Programmer
- Developed NPC interaction systems and enemy AI chasing behavior.
- Link: let's-explore

Rise Against (2025) - Educational Game (Unity 2D, PC)

- Role: Programmer
- Implemented enemy AI with patrol and radius-based chasing behavior, as well as a combat and HP system integrated with UI effects and audio to enhance the overall gameplay experience.
- Link: rise-against

Vita-Dulu (2025) - Educational, Simulation Game (Unity 3D, PC/Mobile)

- Role: Programmer
- Implemented NPC randomizer system, Order system: NPC's generate random orders from a predefined list, Cooking flow system, Global coin system
- Link: vita-dulu

EDUCATION

MAN 13 Jakarta
Science Major – 2020 to 2023.

Politeknik Negeri Media Kreatif Jakarta
D4 Game Technology Study Program – 2023 to Present.