



Geizka Wahyu Fahriza

Experience

September 2019 – January 2021

Game Programmer • ITS VR Laboratory

January 2021 – April 2021

Game Engineering Intern • Shopee

I have 1+ Year in Unity Game Development. I understand basics of OOP and have implemented SOLID Principle in my codes.

Accomplishment

September 2019

Finalist • Indie Game Ignite Compfest

October 2019

Finalist • Game Development Gemastik 12

September 2020

Student Award • Indie Game Ignite Compfest


Education

Sepuluh Nopember Institute of Technology, Surabaya

- I am a college student pursuing Informatics Engineering. My current GPA is 3,62. I am an Administrator on *Grafika, Interaksi, dan Game* Laboratory. I was a staff at Career Development and Technology in *Himpunan Mahasiswa Teknik Computer-Informatika 2020/2021*. I taught basic game development in a local game development community. I am on my final year and expected to graduate on 2022.

Communication

I can work well with team and have lead a game development team consist of 3 member including myself. I can communicate in Bahasa or English.



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