



# Michael Wibisono

Game Programmer

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Yogyakarta, Indonesia

## SUMMARY

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Informatics graduate with a passion for leveraging technology to solve complex problems. Proven expertise in software and game development, utilizing a strong command of Java, Python, C#, and SQL. Experienced in applying machine learning with TensorFlow and proficient in using the Unity game engine for project execution. Eager to apply skills in Game Development and grow within a dynamic organization.

## EXPERIENCE

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- 06/2025 - 07/2025

**Research Assistant**  
Universitas Kristen Duta Wacana, Yogyakarta, Indonesia
  - Developing a virtual reality game set in a beach environment.
  - Players can choose and interact with two different types of avatars: Normal and Disabled.
  - Each avatar type is designed with unique movement abilities.
- 02/2025 - 08/2025

**Research Assistant**  
Universitas Kristen Duta Wacana, Yogyakarta, Indonesia
  - Working on a virtual reality game called Pasukan Kuning.
  - Refining the Pasukan Kuning game.
  - Implementing asset management remotely.
- 08/2024 - 05/2025

**Extracurricular Teacher**  
De Britto College, Yogyakarta, Indonesia
  - Teaching a student club at De Britto College Yogyakarta about the Metaverse using Unity and Avatars.
- 10/2024 - 11/2024

**Exchange Student**  
Chulalongkorn University, Bangkok, Thailand
  - Developing a Metaverse Campus for MANGO 8 at Duta Wacana Christian University as part of the MANGOs (Metaverse of Academic Nexus for Global Opportunities) Project.
- 07/2024 - 08/2024

**Game Developer**  
Freelance
  - Developing a 2D board game for Android as part of a Semarang State University field study and community service project.
- 02/2024 - 05/2024

**Research Assistant**  
Universitas Kristen Duta Wacana, Yogyakarta, Indonesia
  - Internship program focused on a Virtual Campus project utilizing Unity, FishNet Multiplayer, and Avaturn.
- 08/2023 - 12/2023

**Machine Learning Cohort**  
Bangkit Academy led by Google, Tokopedia, Gojek, & Traveloka
  - Gained hands-on experience with Python and TensorFlow.
  - Enhanced data preprocessing skills for cleaner datasets.
  - Collaborated with peers to solve real-world challenges by developing a capstone project.

- Achieved a certificate that boosts employability in tech.

## EDUCATION

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08/2021 - 07/2025

Informatics

Universitas Kristen Duta Wacana, Yogyakarta, Indonesia

Bachelor of Informatics (B.Inf.)

GPA : 3,82

## CERTIFICATES

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03/2024 - Present

Unity Junior Programmer ↗

Unity

04/2024 - 04/2027

Google TensorFlow Developer ↗

TensorFlow Certificate Program

## SKILLS

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Git

Java

Python

TensorFlow

Machine Learning

Deep Learning

Game Testing

Game Design

Game Programmer

Unity Cloud

Unity

C#

Multiplayer

Augmented Reality

Virtual Reality

## LANGUAGES

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English

Fluent

Indonesia

Native