



GALIH PANJI HANINDITO

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Boyolali, Central Java, Indonesia, 57323

Summary

Fresh graduate of Informatic Engineering who focus on Game Development. Using Unity 3D, I can create a simple game with reference from Unity Docs, Unity Learn, and from College Course of Game Development. Experienced about Adobe Photoshop and Figma for simple to intermediate graphics editing. I like to resolve software development problems, consistently learning about digital technologies, such as programming and designing. Aiming to be a part of game development teams in the future.

Education

Agate Academy : Game Developer KM MSIB Batch 5 - Bandung, Indonesia <i>Online participant of Agate Academy Kampus Merdeka Independent Study (SIB), 465/600</i>	Aug 2023 - Dec 2023
Skilvul #Tech4Impact : Game Development KM MSIB Batch 4 - DKI Jakarta, Indonesia <i>Online participant of Skilvul Kampus Merdeka Bootcamp (SIB), 90.73/100</i>	Feb 2023 - Jul 2023
Universitas Sebelas Maret - Surakarta, Indonesia <i>Diploma 3 - Informatic Engineering, 3.85/4.00</i>	Aug 2021 - Jul 2024

Work and Intern Experiences

CV. Digital Media Inovasi (Intern) - Karanganyar, Central Java, Indonesia <i>Unity Augmented Reality Developer</i> <ul style="list-style-type: none">Designed and develop UI/UX and other 2D assets using Figma, Adobe Photoshop, and Illustrator.Created 3D Models and Animations using Blender.Programmed and implement AR features using Unity, C#, and Vuforia.	Feb 2024 - Jul 2024
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Projects

Freelance Project: KAI DAOP 6 Infrastructure and Statistic Dashboard (Solo) (March 2025 - May 2025) <ul style="list-style-type: none">Develop website using Next.js and ASP.NET with capabilities of uploading excel and create data chart.
CV. Digital Media Inovasi: SIMBA AR (Solo) (Feb 2024 - July 2024) <ul style="list-style-type: none">Develop an augmented reality Android app about disaster mitigation and disaster simulation.
Agate Academy : Super Cleaner Game (Team) (June 2023 - Dec 2023) <ul style="list-style-type: none">Develop a cleaning game based on early concept and until it reaches minimum viable product (MVP).
Skilvul Game Development Final Projects (Team) (Feb 2023 - June 2023) <ul style="list-style-type: none">Create a game for Final Projects in Skilvul bootcamp. Mainly use puzzle and dynamic scene loading.

Organization, Skills, Certifications & Other Experience

Organization of J2ME by Emailkomp (Students Association) - Surakarta, Indonesia <i>Member of Event Division</i> <ul style="list-style-type: none">Create a detailed and specific schedule of events.Coordinating and managing technical matters in the field during the event.	Oct 2021 - Nov 2021
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Technical Skill

- Advance in using Unity, C#, Blender, Microsoft Office (Word, Excel, PowerPoint, Project), Adobe Photoshop, Figma, and GitHub.
- Experienced in Vuforia, HTML, CSS, Bootstrap, Laravel, Java, Adobe Illustrator, Davinci Resolve and SourceTree SCM.

Language

- Bahasa Indonesia (Native)
- English (Intermediate, TOEIC Score: 865)

Certification

- Certified Programmer (Badan Nasional Sertifikasi Profesi, Indonesia)
- Certified Junior Game Programmer (Asosiasi Game Indonesia)