

Gustian Ladi Abdul Jabar

Senior Unity3D Game Development Engineer

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Garut City, West Java, Indonesia

Summary

Creative and self-disciplined Unity3D Engineer with 9+ years of remote and in-office experience developing and optimizing real-time 3D/VR/AR games across mobile and desktop platforms. Deep expertise in Unity engine systems, gameplay logic, performance optimization, UI, shaders, and custom tooling. Strong foundation in C# and OOP, with additional experience in C++, Lua, Python, and editor extensions. Proven success in collaborating cross-functionally, leading remote development workflows, and delivering high-quality code that meets design and performance standards. Passionate about game development and continuously exploring emerging technologies and tools.

Technical Skills

- **Languages:** C#, Lua, Python, C++, Javascript, Typescript
- **Game Engines:** Unity3D (2022.x, Unity6, HDRP, URP), Unreal Engine
- **Rendering:** ShaderLab, ShaderGraph, HDRP Custom Passes, Unlit Shader Conversion
- **UI Systems:** UGUI, NGUI, Custom UI Toolkits
- **Networking & Backend:** Photon Engine, Firebase, Multiplayer Sync, Colyseus, Data Persistence
- **AR/VR SDKs:** Oculus SDK, Vuforia
- **Tools:** Git, GitFlow, CI/CD, Unity Profiler, Blender, ML Classifiers, Autodesk 3Ds Max
- **Platforms:** PC (Steam, Itch.io), Android, iOS, Oculus Mobile
- **Soft Skills:** Remote Teamwork, Time Management, Code Reviews, Mentorship

Work Experience

Senior Unity3D Developer

Apr 2021 – May 2025

Nomad Tech Solution Limited -London, UK

- Led development of multiple 3D mobile games, including *WithPuppy*, delivering optimized gameplay mechanics, animations, and smooth cross-platform builds (iOS/Android).
- Designed and prototyped multiplayer systems using Colyseus + Unity for real-time state synchronization with scalable server architecture.
- Implemented MMORPG-style core systems (inventory, trading, rendering, progression).
- Optimized rendering and gameplay pipelines to reduce **draw calls** and improve **mobile & VR performance** under strict GPU/CPU limits.
- Optimize the core game play system, daw calls for mobile and VR, where GPU/CPU limits are tighter.
- Integrated third-party SDKs and Unity Assets, streamlining workflows and feature expansion.

Senior Unity3D Developer

Oct 2018 – Apr 2021

Apple, USA

- Led full-cycle development of real-time 3D games using Unity3D and C# in a remote team environment.
- Architected and shipped CrossyToad, a platformer with Frogland NFT integration, allowing players to use unique avatars.
- Engineered core systems: gameplay logic, AI, animation controllers, and item/economy mechanics.
- Utilized HDRP, custom shader passes, and ShaderGraph to deliver optimized and visually compelling environments.
- Implemented CI/CD pipelines, GitFlow, and automated tests to ensure smooth and timely remote releases.
- Created in-editor tools for asset automation, spline visualizers, and prefab management to speed up content production.
- Authored internal Unity performance optimization guides, resulting in up to 50% FPS improvement.
- Collaborated closely with product, QA, and design remotely to ensure cross-functional alignment and delivery.

Unity3D Developer & Creative Technologist

Jan 2017 – Oct 2018

Project Human City, USA

- Developed Piñata Party, a room-scale multiplayer VR fitness game using Oculus SDK and Photon Engine; integrated IMU sensors and machine learning classifiers for real-time motion tracking.

- Built a NASA JPL-commissioned visualization app for GRACE-FO mission, enabling real-time satellite simulation in Unity.
- Designed and developed custom UGUI frameworks for artist-friendly scene and content configuration.
- Translated and re-authored legacy shaders for HDRP, maintaining parity between unlit and HDRP pipelines.
- Led optimization of particle systems, animation controllers, and physics systems, achieving stable performance on Oculus Quest.
- Provided remote mentorship and conducted Unity onboarding sessions to improve distributed team capability.

Unity3D Engineer & Tool Developer

Apr 2016 – Jan 2017

ThoughtMachine, UK

Shipped games and contributed to multiple Unity-based indie and commercial projects.

- Delivered One Drop Bot, a puzzle platformer distributed across Steam, Itch.io, and other platforms.
- Developed MVP-based architecture in Unity for scalable game logic and efficient scene transitions.
- Built custom Unity Editor tooling for level design and logic configuration, empowering non-engineers to contribute independently.
- Authored and maintained a Blender-to-Unity morphing plugin, streamlining asset import pipelines.
- Integrated multiplayer APIs, analytics tracking, and user session management across projects.
- Wrote technical documentation and created training guides that cut new developer ramp-up time by 70%.

Education

Bachelor of Information Technology

2012 – 2016

University of Indonesia -Excellent, Indonesia