Gustian
Garut City, West Java, Indonesia
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PROFESSIONAL SUMMARY

Accomplished Senior Unity Developer with over 9 years of experience designing, developing, and optimizing cross-platform games and immersive applications for iOS, Android, AR/VR, and multiplayer systems. Demonstrates strong expertise in Unity, C#, C++, and real-time networking, consistently delivering scalable, high-performance, and engaging user experiences. Proven leader in gameplay programming, 3D asset integration, and performance optimization for both mobile and VR platforms.

CORE COMPETENCIES

- Unity Engine & Unreal Engine Development
- C#, C++, Python, Node.js, TypeScript, Java, .NET Core
- Multiplayer Systems (Colyseus, IOCP), Real-Time Networking
- AR/VR/XR Toolkit, Oculus, ARKit/ARCore Prototyping
- 3D Art & Asset Pipeline: 3DsMax, Maya, Blender
- Performance Optimization (Draw Calls, GPU/CPU)
- Unit Testing, Code Reviews, Debugging, Security Audits
- Server-Side Architecture & Integration

PROFESSIONAL EXPERIENCE

Senior Unity Developer

Nomad Tech Solution Limited, London, UK
October 2020 – May 2025

- Led the development of multiple 3D mobile games, including "WithPuppy," delivering optimized gameplay mechanics, advanced animations, and seamless cross-platform builds for iOS and Android.
- Designed and prototyped scalable multiplayer systems using Colyseus and Unity, achieving real-time state synchronization and robust server architecture supporting thousands of concurrent users.
- Implemented MMORPG-style core systems such as inventory management, trading, rendering, and player progression, enhancing user engagement and retention.
- Optimized rendering and gameplay pipelines, reducing draw calls by up to 40% and significantly improving mobile and VR performance under strict GPU/CPU constraints.
- Integrated third-party SDKs and Unity Assets, streamlining development workflows and expanding feature sets.
- Built and tested AR/VR prototypes (Oculus, ARKit/ARCore), leveraging Unity XR Toolkit to deliver immersive user experiences.

Junior Unity Developer

Cuber Mix Solution Limited, Canberra, Australia
August 2017 – February 2020

- Developed and maintained 2D card-style games (poker-like), implementing engaging gameplay mechanics and interactive features.
- Built server-side components using IOCP, establishing secure authentication and authorization systems.
- Contributed to live service features and event updates, increasing player engagement and retention rates.
- Implemented and optimized multiplayer networking, ensuring low-latency, reliable, and scalable gameplay for global audiences.

EDUCATION

Bachelor of Information Technology
University of Indonesia, Indonesia
March 2012 – February 2016

TECHNICAL SKILLS

- Programming Languages: C#, C++, Python, Java, TypeScript, Node.js, .NET Core
- Game Engines: Unity, Unreal Engine
- Multiplayer & Networking: Colyseus, IOCP
- 3D Tools: 3DsMax, Maya, Blender
- AR/VR: XR Toolkit, Oculus, ARKit, ARCore
- Testing & Security: Unit Testing, Code Reviews, Debugging, Security Audits
- Asset Integration & Performance Optimization

LOCATION

Garut City, West Java, Indonesia