Muhammad Naufal Faza

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bit.ly/portofolio-faza | linkedin.com/in/naufal-faza-70b4622a4/

SUMMARY

Bachelor of Informatics from Jenderal Soedirman University (GPA 3.79/4.00). Strong technical background, excellent problem solving ability, communicative, and strong commitment in delivering good services. Interested in Game Developer, game Design, IT Support, and Software Engineer jobs.

EDUCATION

Jenderal Soedirman University (2019-2023)
Bachelor of Informatics – GPA 3.79/4.00

Subjects: Game Programming, Web Programming, Multimedia Technology, Informatics Project Management, Computer Networking.

EXPERIENCE

HMIF UNSOED Marketing and Business Division Leader (2021-2022)

- Built a platform where fellow students can try freelance work.
- Built relationships with a number of companies as sponsors of student council activities.

Mobile Programming Practical Class Assistant (2022)

- Led a weekly practice session with more than 30 students in creating basic mobile applications.

Game Developer Intern at SLB B Yakut Purwokerto (2022)

- Developed educational games for special needs students.
- Experienced in dealing with people with diverse backgrounds.

Freelance Game Developer (2023-now)

- Developed an educational game for a pre-school.
- Experienced in negotiating with clients

Online Coding Teacher at Brightchamps (2024)

- Teaches in fluent Indonesian and English.
- Able to communicate with young children of age 6-17.

Unity Developer Intern at Gracywoods Games (2024-2025)

- Experienced working with a team and coordinated between art and technical divisions.
- Developed a card based mini game to be added to the main project.

SKILLS

Programming
Unity, Unreal Engine, BabylonJS

Public Relations
Public speaking, intrapersonal communication, adaptability, teamwork.

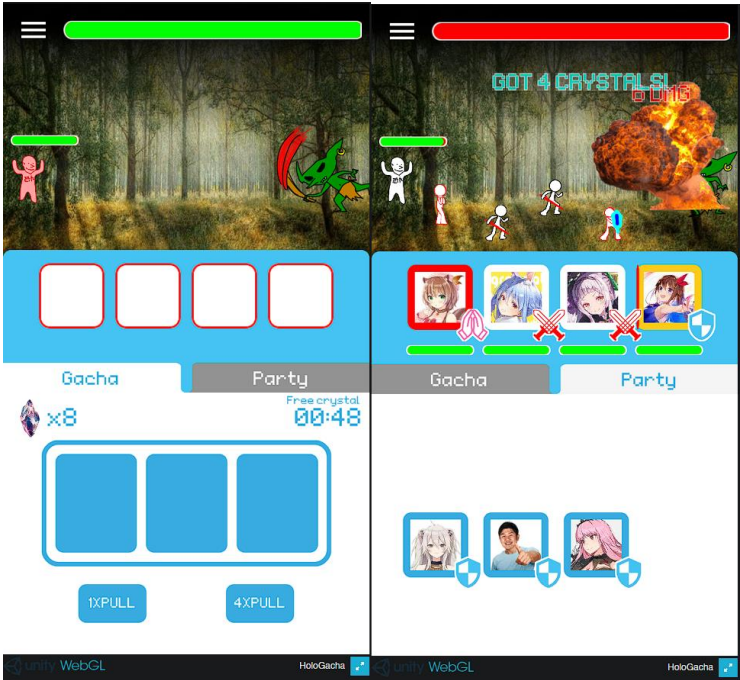**Soft Skills**
Problem solving, time management, critical thinking.

Languages
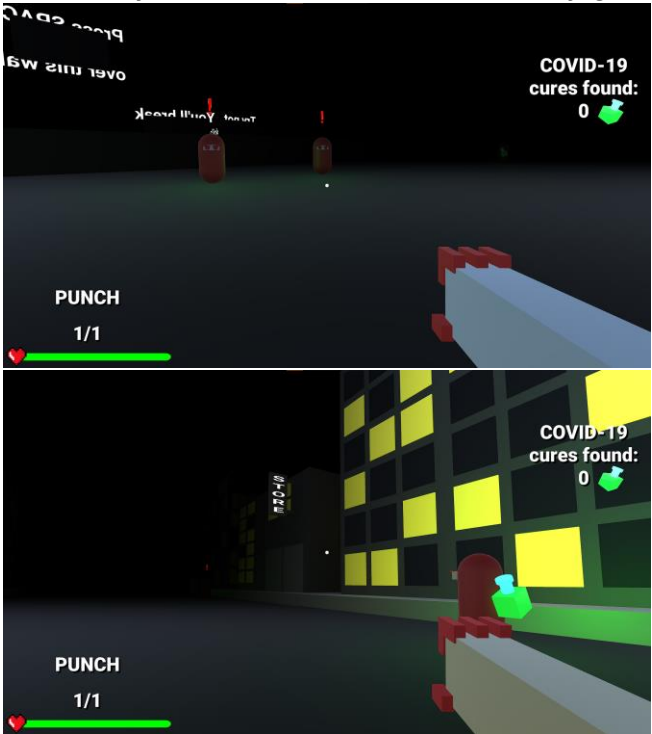Indonesian, English (TOEFL: 610, C2 Proficient: https://cert.efset.org/M5dKca).

HoloGacha

- Platform: Web
- HoloGacha is a Hololive themed RPG I made because I am a fan of the virtual youtubers from that company. This game was made in Unity with inspiration taken from other web gacha games such as Granblue Fantasy.

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Wash Your Hands

- Platform: Desktop
- Wash Your Hands is an FPS game I made during the global pandemic as my contribution to inform people to wash their hands. Players are tasked to steal the cure to covid in this game from an evil organization. Players can wash their hands anytime to cure themselves if they get hurt by the enemies.

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Cocok Gambar

- Platform: Desktop & Web
- Cocok Gambar is a game I made for a college assignment. This game is designed to help teachers in special needs schools teach basic concepts to their student. Teachers can customize the questions and pictures in this game simply by adding their files in a special folder.
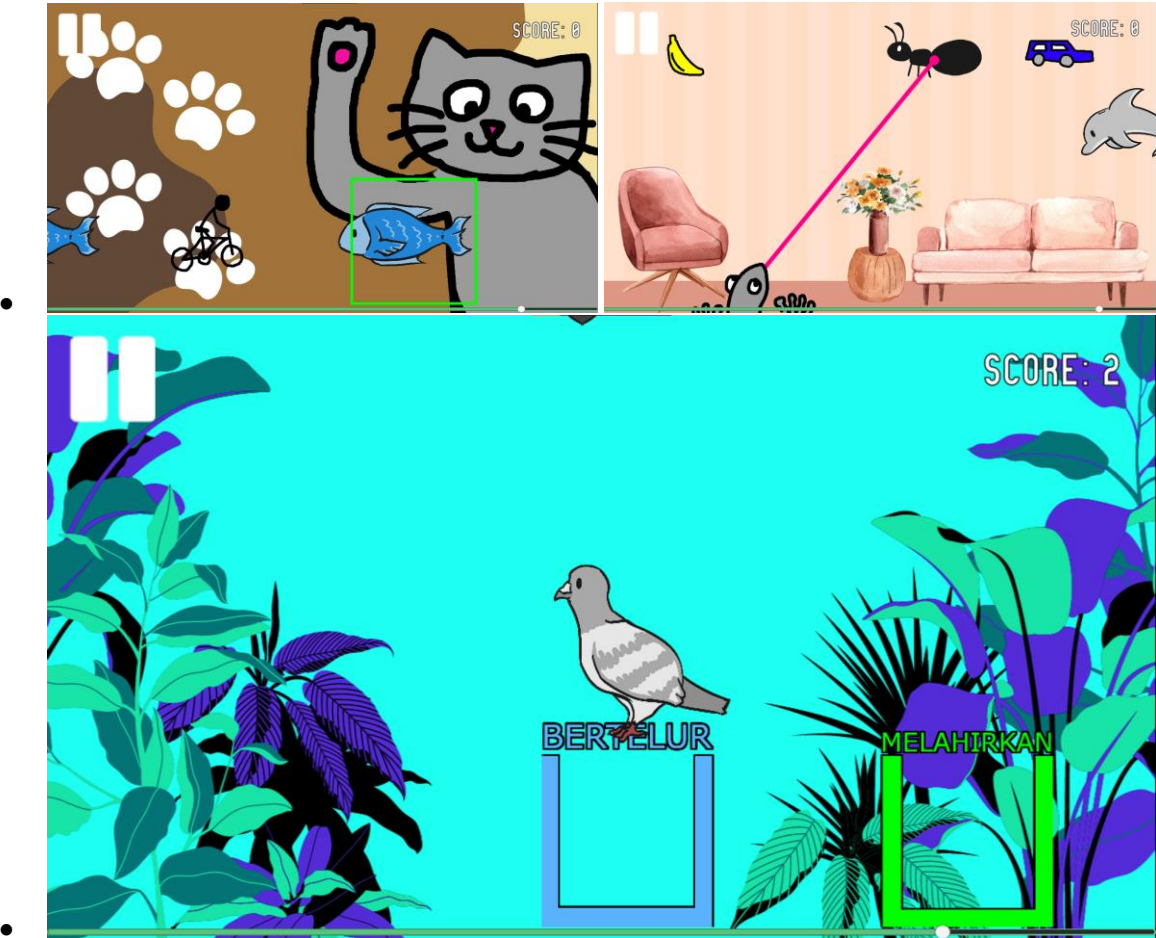

HoloYeet

- Platform: Web
- This is my second Hololive themed game I made based on one of their talent's comment about wanting to throw their smaller fellow talents. In this game, players are challenged to throw a ball into different containers for each level.

Jatiware

- Platform: Desktop
- Jatiware is an educational game I made as a contribution to a village I worked in during college. This is a compilation of mini-games designed to tailor to the curriculum of the elementary school students of this village based on interviews and consultations with local teachers.
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Happi

- Platform: Android
- Happi is an educational game I made for my finals project. I made this game because I found that many educational games focus too much on the educational side of things and not enough on the fun factor, therefore I made a game that tries to balance out those factors.
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