

# VINCENTIUS TANUBRATA

## GAME DEVELOPER

I am a Game Designer and Game Programmer who loves making games. Since I was a kid, I love to get creative by drawing and make a lot of simple games in a piece of paper. Growing up, I learn more about new skills and I met programming, where you can make almost everything through code. So now, I really love to bring up my imagination and combine it with code to make my imagination become a reality!



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## EDUCATION

**SEPULUH NOPEMBER INSTITUTE OF TECHNOLOGY (ITS)**, Surabaya, Indonesia, **2018 - Present**

Majoring in Informatics. GPA 3.73

Proficient in: Game Development (Game Design, Game Programming with Unity Game Engine 2D/3D), Web Development (Laravel Framework), C#, C++, C, Java, HTML, CSS, Python.

## ACHIEVEMENT

**1st WINNER GAME DEVELOPMENT COMPETITION CREDIA.ID**, November 2019

Credia.id (Creative Idea in Development) is a national event/competition that held by UIN Malang and Indonesia Startup Founder. This competition is held offline in UIN Malang, Indonesia

Role : Leader, Game Designer, Game Programmer.

**BEST GAME DESIGN COMPFEST 12**, August 2020

COMPFEST 12 Indie Game Ignite is a national game competition that held by Universitas Indonesia. This competition is held online.

Role : Leader, Game Designer, Game Programmer.

**3rd WINNER GAME DEVELOPMENT COMPETITION CODIG 3.0**, September 2020

CODIG 3.0 is a national event/competition that held by Mercubuana University. This competition is held online.

Role : Leader, Game Designer, Game Programmer.

**BEST TECHNOLOGICAL AWARD COMPFEST 13**, September 2021

COMPFEST 13 Indie Game Ignite is a national game competition that held by Universitas Indonesia. This competition is held online.

Role : Leader, Game Designer, Game Programmer.

**FINALIST GAME DEVELOPMENT GEMASTIK 14 GAME DEVELOPMENT**, Oktober 2021

GEMASTIK 14 Game Development is a national game competition that held by Kemendikbud Indonesia. This competition is held online.

Role : Leader, Game Designer, Game Programmer.

**SUNDAY'S CHOICE AWARD, HYPER CASUAL JAM COMPETITION** 2022

Win a nomination in hyper casual game jam competition by GDBAY.

## EXPERIENCE

### DEVELOPER, HALFBRICK STUDIOS July 2022 - October 2025

Worked on the following projects:

- **Age of Zombies**  
Ported one of Halfbrick's classic game, Age of Zombies, to Unity.  
Role: Game Programmer, Game Designer
- **Halfbrick Classic Title revival for Halfbrick+ release**  
Led the re-release of Jetpack Joyride Testlabs, Radical Rappelling, Jumper's Quest, and new game release Brickle.  
Role: Project Lead, Game Programmer
- **Gibberish**  
Led the development of Halfbrick's new multiplayer game called Gibberish.  
Role: Project Lead, Game Programmer, Game Designer
- **Echo Blade**  
Led the development of a new fresh prototype game called Echo Blade.  
Role: Project Lead, Game Programmer, Game Designer

At Halfbrick, I Learned a lot about Game Programming (Debugging, Optimisation, Multiplayer and Networking, and many more!), Game Design (Balancing, Level Design, how to create fun), and also Leadership (Team and Goal management, project timeline, release and production).

### GAME DESIGNER INTERNSHIP AGATE INTERNATIONAL August 2021 - January 2022

Working on mobile game "Code Atma" as a Game Designer in Agate International. Responsible of Balancing levels, contribute on handling live ops, make new quests and rewards of an event, and make a Game Design Document for new features or updates. In this internship i also learn :

- Core loop, experience, direction, fun
- Game mechanic and dynamic
- Game balance and Level design
- UI and wireframe, UX, user journey, screenflow
- User persona

### WEB DEVELOPER INTERNSHIP TALENT ACADEMY ITS March 2021 - Desember 2022

An online academy that includes training and internship. Talent Academy offers 2 paths – web development, and UI/UX development. For the first 2 month, participant learn in the training program, After the training program completed, participant will join the internship program depends on their path.

### AUGMENTED REALITY PROJECT June 2021 - Oktober 2021

Make AR project for online marketplace using Unity 3D - AR Foundation - AR Core. This App can place 3D models such as Furnitures to real world using AR.

## SKILLS

- Unity Engine
- Game Feel Programming
- Multiplayer Programming(Photon Quantum)
- Firebase Database
- Main Programming Language: C#
- Game Design
- Project and Team Management (Leadership)
- Other Tools: Figma, JIRA, Photoshop
- Other Programming language: C++, JS