AMAR MAKRUF

Game Developer

ABOUT ME

I became interested in game development after playing Deltarune, inspiring me to create my own games.
Focusing on immersive boss fights and fun mechanics, every project is built on a cycle of constant testing and reiterating it until I get the desired result.

MY PROJECTS

Spare 'Em Up | GameMaker

- Shmup that encourages **precise shooting**.
- **Online** scoring system.

Silhouette Rune | GameMaker

- Deltarune battle system built from **scratch**.
- Completed in **3 months**.
- **Polarity system**, absorb bullet by colors.

Global Game Jam 2026 | Godot C# + GDScript

- **Coded** and **Art** 60% of the project in a single night. Before another programmer joined the team.
- Seamlessly implemented everyone's **ideas**.

Deltafuri | Lua based | CreateYourFrisk

- **Merged** Furi's parry system with Deltarune's bullet hell.
- Finished within **3 months.**
- A **full** chapter with intro, outro, and walking segments.

Hollow Shot | Lua based | CreateYourFrisk

- Merged **Deltarune, Hollow Knight, OneShot** and **DDLC**.
- Finished within a **single month**.
- **Meta-gameplay that** tinkers with Windows files.

Vs. Spinel | Lua based | CreateYourFrisk

- Spinel (Steven Universe) fight scene **recreated** as a Deltarune battle.
- Finished in **a month**.

MY TOOLKIT

Art & Animation

- **Krita**: Pixel Art / Animation
- **Clip Studio Paint**: 2D Art
- **Blender**: 3D Art (Beginner)

Development

- **Godot C#**
- **GameMaker**
- **CreateYourFrisk**: Lua based
- **Visual Studio Code**
- **GitHub**

CONTACT

+62 819 3865 8916
aamakuruu@gmail.com
Surabaya, Indonesia
x.com/aamakuruu
aamakuruu.itch.io
Portfolio (Gameplay): youtube.com/@aamakuruu

LANGUAGES

- English – Fluent
- Indonesia - Fluent
- Japanese – JLPT N5