

# AMAR MAKRUF

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itch.io | YouTube

## Summary

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Technical Gameplay Designer creating fun, accessible experiences through iterative testing; delivering balanced, polished games on time

## Projects

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### **Spare 'Em Up** - GameMaker Language

- Designed a bullet hell that requires strict trigger control and precise shooting, punishing players with a habit of mindless firing that is present in most bullet hell games
- Built an online scoring system with players competing with each other for the top 10 rank, giving top players a subtle sprite change to the character and a special leaderboard interface
- Programmed multiple endings, including a hidden ending discovered by players to enhance replayability while turning the game into a different one by introducing a new mechanic
- 3,500+ downloads (as of 2026)

### **Deltafuri** - Lua

- Merged bullet hell and melee fight mechanic into a single game that flows smoothly
- Coded 7-phase boss fight with dynamic music that adapts to the state of the battle, starting with tutorial phases to ease players into the game
- Created a complete chapter with cutscenes, and an area where players can walk around finishing the project within 3 months
- 10,000+ downloads (as of 2026)

### **Hollow Shot** - Lua

- Implemented a meta level progression system where players must tinker with the game files
- Created 2 endings with a secret ending that was unlocked by players with minimal hints
- Finished within a month
- 13,500+ downloads (as of 2026)

### **Vs. Spinel** - Lua

- Designed a battle based on a fight scene from a movie by introducing attack patterns and progression similar to the movie
- Started and delivered this project immediately after developing **Hollow Shot**, maintaining a back-to-back 30-day production cycle
- 16,000+ downloads, 1.5M+ video views (as of 2026)

### **Global Game Jam Surabaya 2026** - C# (Godot)

- Contributed the core gameplay implementation and art direction
- Collaborated with team members to iterate ideas and deliver the game within 48 hours

## Skills

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### **Development**

GML (GameMaker Language), Lua, C# (Godot/Unity, prototyping), VSCode, Github

### **Art/Animation**

Krita, Clip Studio Paint, Blender (familiar)

## Education & Languages

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High School Diploma, Indonesian (native), English (fluent), Japanese (JLPT N5)