AMAR MAKRUF

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Summary

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

Projects

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

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

Art/Animation
> Krita, Clip Studio Paint, Blender (familiar)

Education & Languages

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