

CALVIN OKTAVIALDY SETIA



CONTACT

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SKILLS

Technical Skills

Game Engines

- Unity
- Unreal Engine 5
- SFML

Programming Languages

- C#
- C++
- JavaScript
- Python

Tools

- Git (GitHub Projects & Issues)
- Trello

Soft Skills

- Communication
- Teamwork
- Problem-Solving
- Creativity

LANGUAGES

- English (IELTS band 7)
- Indonesian (Native)

PROFILE

I'm Calvin, a graduate Gameplay Programmer with experience developing games in multiple game engines. I graduated from the University of the West of England in 2024 with a BSc (Hons) Games Technology degree, with an Upper Second-Class Honours. I've completed multiple solo and group projects using C#, C++, Python, Unity, and Unreal Engine. I'm eager to bring creative solutions to innovative game projects.

EXPERIENCE

For more projects with detailed information, please visit my [portfolio website](#).

Project ZipZap

2023 - 2024

Lead Enemy Designer

Nominated for TIGA's 2024 education game of the year and Aesthetica Short Film Festival's 2024 game of the year award, this game is a team project developed with 10 other people as a university project, which were later released on Steam.

In this project, I've:

- Designed a collection of 8 enemy types, each with distinct behaviours, contributing to an engaging experience, according to the feedback from our players in the beta testing sessions.
- Designed a way for level designers to quickly turn an area of the map into an arena where players fight the enemies, which was then used to create all the arenas in the game.
- Implemented minor systems in the game to enhance player's experience such as destructibles and object animations.

Defend

2023 - 2024

Solo Project

Defend is a project where I designed an AI helper for players in a 3D tower defense game. The player can request for help to the AI and the AI will give suggestions based on the current scene in the game.

In this project, I've:

- Implemented a way for the AI to look at the scene, and make suggestions to the player off of it.
- Created multiple parameters for the AI to consider calculate, that affects the suggestions made by the AI.
- Implemented a way for the players to adjust the sensitivity of each of the AI's parameters, allowing the players to customise the AI according to their playstyle.

EDUCATION

BSc (Hons) Games Technology

2021 - 2024

University of the West of England, Bristol
Upper Second Class Honours (2:1)

Relevant Coursework:

- Gameplay Programming
- Commercial Games Development
- Advanced Technology
- Game Level Design