ADITYA PAMUNGKAS

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Cikarang, Bekasi, Indonesia

SUMMARY

Sixth-semester Informatics student at President University with expertise in Game Development (Unity, Blender, project coordination). Inspired by the idea that interaction design can shape behavior, I aim to build purposeful and engaging digital experiences.

EDUCATION

President University   **Aug 2023 – Dec 2026 (Expected)**

Informatics, Concentration in Game Development, Faculty of Computer Science (GPA: 3.81/4.00)

WORK EXPERIENCE

Freelance – Game Tester (Quality Assistance)   **Dec 2024 - Feb 2025**

Tested game performance and identified bugs in "Do You Copy?" and "The Leeds Murder."

- Conducted playtesting and performance evaluation across specific hardware configurations.
- Identified and documented bugs to ensure game mechanics functioned smoothly and as intended.

PROJECTS

- **3S QUEST: Tidy Up the Workplace – PT Mattel Indonesia (2025):** Developed core gameplay mechanics for two levels and collaborated on educational level design to promote 3S values (Sort, Set In Order, Shine).
  [Github: https://github.com/aditpmkas/Mattel_5S]

- **VR School Interactable Item – VR Prototype Project (2025):** Built a simple VR prototype in Unity simulating object interaction (grab, throw, open) in a school-themed environment.
- [Github: https://github.com/aditpmkas/El.School3]

- **Outbreak – Academic Group Project (2025):** Designed gameplay and programmed zombie AI with navigation and state behaviors in a 3D survival game made within a week by a team of three.
  [Github: https://github.com/aditpmkas/El.Vector3-ez]

- **RATURU: HOME FEVER – GIMJAM ITB (2025):** Led and organized a team in a game jam to develop a puzzle-adventure game; implemented core mechanics, optimized performance, and fixed bugs.
  [Github: https://github.com/barnimd/GIMJAMProject]

- **Red Ruse: Home Fever – Academic Project (2025):** Solo-developed a 2D puzzle-trap platformer; handled programming, level design, and visual assets using Unity and Aseprite. [Itch.io: https://aditpmkas.itch.io/redruse]

- **Urban Night City – Academic Group Project (2024):** Created 3D assets and animations for an environment-focused short animation. Awarded by FINPROTION 2025 for outstanding creativity and innovation in 3D Computer Graphics & Animation. [Youtube: https://www.youtube.com/watch?v=hS2qTO5oIGY]

ORGANIZATIONAL EXPERIENCE

Buzzy Wizzy Studio   **Feb 2025 - Present**
Manager of Junior Developer

- Supports project planning and execution by guiding junior developers and collaborating with senior team members to ensure timely and high-quality game development.

Buzzy Wizzy Studio   **Oct 2024 - Feb 2025**
Lead of Animation Team

- Manages animation team and project planning to ensure smooth coordination and timely delivery.

ACHIEVEMENTS & SKILLS

- **Hard Skills:** Unity (2D & 3D Game Development, VR Interaction, Gameplay Programming in C#), Blender (3D Modeling & Animation), Unity UI (UI Design), Game Testing & Debugging, Version Control (Git, GitHub), Project Coordination, VR Prototyping (XR Interaction Toolkit).
- **Competition:** Winner – FINPROTION 2025 (3D Computer Graphics & Animation), Duolingo English Test (95 Score), Participant – GEMASTIK 2024 (Programming), GIMJAM ITB 2025 (Nominated for Favorite Game), Compfest IGI 2025, Gameseed 2025.
- **Language:** Fluent in Indonesian, Conversational English (B2 Equivalent – Duolingo 95)