

ADITYA PAMUNGKAS

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SUMMARY

Six-semester Informatics undergraduate student specializing in Game Development. I strive to make a positive impact by bridging the gap between humans and technology. With a strong focus on universal design, I'm always eager to learn new things and work efficiently, while paying attention to even the smallest details. Proficient in Microsoft Office, Blender, and Unity, with experience in programming, game testing, and project management.

EDUCATION

President University August 2023 – Present
Informatics, Concentration in Game Development, Faculty of Computer Science (GPA: 3.81/4.00)

SMAN 91 Jakarta Oct 2020 - Apr 2023
SMA IPA

WORK EXPERIENCE

Freelance – President University CTF Cybersecurity Event Jan 2025 - Feb 2025
Tested a President University CTF Cybersecurity Event website for usability and vulnerabilities

- Identified and reported bugs affecting website functionality and performance.
- Evaluated website responsiveness and ensured a smooth user experience.
- Simulated real-world usage scenarios to test stability under different conditions.
- Provided feedback to developers for improvements in website security and performance.

Freelance – Game Tester (Quality Assistance) Dec 2024 - Feb 2025
Tested game performance and identified bugs in "Do You Copy?" and "The Leeds Murder."

- Evaluated game performance on specific hardware configurations.
- Identified, reported, and documented in-game bugs and performance issues.
- Conducted playtesting to ensure game mechanics functioned as intended.
- Provided detailed feedback to developers to improve gameplay experience and optimization.

PROJECTS

3S QUEST: Tidy Up the Workplace – PT Mattel Indonesia May 2025
Game development project focusing on promoting workplace organization values (Sort, Set In Order, Shine)

- Programmed core gameplay mechanics for Map 1 Level 1 and Map 2 Level 1, ensuring functionality and player engagement.
- Collaborated with the design team to align level flow with educational objectives.
- Participated in playtesting and iteration sessions to improve user experience and eliminate bugs.

Outbreak – Academic Group Project March 2025
3D zombie survival game developed by a team of three in one week

- Designed core gameplay and programmed zombie AI with navigation and state behaviors (idle, chase, attack, death).
- Implemented core mechanics and contributed to overall game design.

RATURU: HOME FEVER – GIMJAM ITB	Feb 2025
Game development project for ITB Game Jam competition	
<ul style="list-style-type: none"> • Led and organized the team, ensuring smooth workflow and task completion. • Developed a puzzle-adventure game with a team within a limited timeframe. • Implemented core gameplay mechanics, optimized performance, and fixed bugs. • Managed team communication and task delegation to meet competition deadlines. 	
Red Ruse: Home Fever – Academic Project	Feb 2025
Solo-developed 2D puzzle-trap platformer inspired by classic games	
<ul style="list-style-type: none"> • Designed and programmed core gameplay, traps, and scoring system. • Created all visual assets with aseprite and built multiple challenging levels. • Handled game design, testing, and final polish independently. 	
Urban Night City – Academic Group Project	Desember 2024
3D animation project created over one month by a team of four.	
<ul style="list-style-type: none"> • Handled 3D modeling, animation, and video editing for multiple environment assets. • Created elements such as flickering lamp, traffic light, trash can, idle character animation, and credit scene setup. 	

ORGANIZATIONAL EXPERIENCE

President University Badminton Club	Aug 2024 - Present
Vice Chairperson	
<ul style="list-style-type: none"> • Assisted the chairperson in managing club operations and event planning. • Organized training schedules and internal competitions. • Facilitated collaboration with other university clubs for joint events. 	
Buzzy Wizzy Studio	Feb 2025 - Present
Manager of Junior Developer	
<ul style="list-style-type: none"> • Oversees junior developers, providing guidance and technical support. • Assists in project planning and ensures timely completion of development tasks. • Collaborates with senior developers and designers for game projects. 	
Buzzy Wizzy Studio	Oct 2024 - Feb 2025
Lead of Animation Team	
<ul style="list-style-type: none"> • Overseeing the workflow and coordination within the animation team. • Assisting in planning and organizing project timelines and deliverables. • Supporting team members to ensure smooth execution of tasks. 	

AREA OF EXPERTISE

<ul style="list-style-type: none"> • 2D & 3D Game Development • Gameplay Programming using C# (Unity) • Unity Engine: Scripting and Component Integration • 3D Modeling and UI Design (Blender, Unity UI) • Game Testing and Debugging • Project Coordination and Team Collaboration • Writing Technical and Development Documentation

LANGUAGE

<ul style="list-style-type: none"> • Indonesia • English
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