

# ADITYA PAMUNGKAS

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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.

## WORK EXPERIENCE

- Manager of Junior Developer** **Feb 2025 - Present**  
**Buzzy Wizzy Studio**  
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.
- RATURU: HOME FEVER** **Feb 2025 - Feb 2025**  
**GIMJAM ITB**  
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. Game development project for ITB Game Jam competition.
- President University CTF Cybersecurity Event** **Jan 2025 - Feb 2025**  
**Freelance**  
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. Tested a President University CTF Cybersecurity Event website for usability and vulnerabilities.
- Game Tester (Quality Assistance)** **Dec 2024 - Feb 2025**  
**Freelance**  
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. Tested game performance and identified bugs in "Do You Copy?" and "The Leeds Murder."
- Lead of Animation Team** **Oct 2024 - Feb 2025**  
**Buzzy Wizzy Studio**  
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.

## EDUCATION

- Informatics, Concentration in Game Development** **Aug 2023 - Present**  
President University **GPA: 3.81/4.00**
- SMA IPA** **Oct 2020 - Apr 2023**  
SMAN 91 Jakarta

## PROJECTS

- 3S QUEST: Tidy Up the Workplace** **May 2025 - May 2025**  
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. Game development project focusing on promoting workplace organization values (Sort, Set In Order, Shine)
- Outbreak** **Mar 2025 - Mar 2025**  
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. 3D zombie survival game developed by a team of three in one week
- Pinterest Dupe** **Feb 2025 - Feb 2025**  
Created a simple prototype of a Pinterest-style app using Android Studio and Java. Implemented basic image post functionality and integrated local database storage. Exploration project replicating Pinterest UI and functionality
- RATURU: HOME FEVER** **Feb 2025 - Feb 2025**  
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. Game development project for ITB Game Jam competition
- Red Ruse: Home Fever** **Feb 2025 - Feb 2025**  
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. Solo-developed 2D puzzle-trap platformer inspired by classic games
- Urban Night City** **Dec 2024 - Jan 2025**  
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. 3D animation project created over one month by a team of four.
- Minimarket Cashier** **Feb 2024 - Feb 2024**  
Designed and built a basic cashier interface using Java Swing. Handled product entry, subtotal calculation, and display functions. Simple cashier system built with Java Swing in NetBeans

