

# ADITYA PAMUNGKAS

**Phone:** 081387125754  
**Email:** aditpmkas@gmail.com  
**LinkedIn:** [www.linkedin.com/in/adityapamungkas](https://www.linkedin.com/in/adityapamungkas)

## 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: 3.76/4.00)

**SMAN 91 Jakarta** Oct 2020 - Apr 2023  
SMA IPA

## 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

- 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

- 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.

- 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.

## WORK EXPERIENCE

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### Website Tester – President University CTF Cybersecurity Event

Jan 2025 - Feb 2025

Tested a cybersecurity-focused CTF 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.

### Game Tester (Quality Assistance) – Independent

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.

## COMMITTEE EXPERIENCE

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### President University Badminton Club

Aug 2024 - Present

Vice Chairperson

- 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

- 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

- 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.

### Cultural Festival 2024

Jun 2024 - Nov 2024

Guard

- Assigned to VIP and VVIP entrance gates for security checks and item inspection.
- Coordinated with staff to ensure smooth high-profile guest access.
- Addressed security concerns promptly to maintain event safety.

## **Computing Atmosphere 2024**

**Apr 2024 - Nov 2024**

### **Guard**

- Ensured the safety of participants, staff, and event property throughout the event.
- Managed entry and exit points to control access and maintain security.
- Managed crowd flow for a smooth event.

## **Computing Sports and Games Olympiad 2023**

**Nov 2023 - Feb 2024**

### **Member**

- Managed match schedules and tournament bracket.
- Acted as a referee during matches, enforcing rules and ensuring fair play.

## **Screnixi6**

**Mar 2022 - Oct 2022**

### **Lead of Valorant Competition**

- Organized and managed a Valorant tournament event.
- Coordinated with teams, casters, and event sponsors.
- Ensured smooth match execution and resolved technical/gameplay disputes.