



APP NAME : ASTRO ARITHMETIC

ROLE

PROGRAMMER
ILLUSTRATOR
UX

JOBDESK

PROGRAMMER :
As a coder I code the landing page view therefore it has animations and functional button

ILLUSTRATOR :
As an Illustrator i finalize it with cartoon style game.

UX :
I designing the LowFid, MidFid and

TECHNOLOGY

XCODE
SWIFTUI
FIGMA
PROCREATE

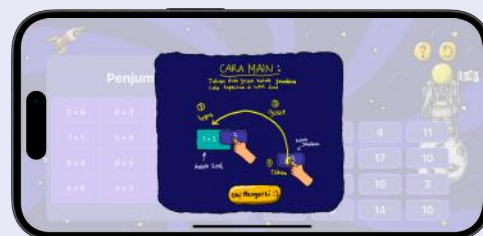
LANDING PAGE



MAIN SCREEN



TUTORIAL PANEL



QUIT PANEL



GOAL SCREEN



DESCRIPTION

An app specifically designed to make learning mathematics fun and engaging for kids in grades 1, so they can develop their arithmetic mental skills while having a blast playing puzzle games!



APP NAME : ToRoo

ROLE

PROGRAMMER

ILLUSTRATOR

UX

JOBDESK

PROGRAMMER :

As a coder I code the Main Page view therefore it has an animations when Toroo character get clicked.

ILLUSTRATOR :

Illustrate and sketch the Toroo main character as the user persona

TECHNOLOGY

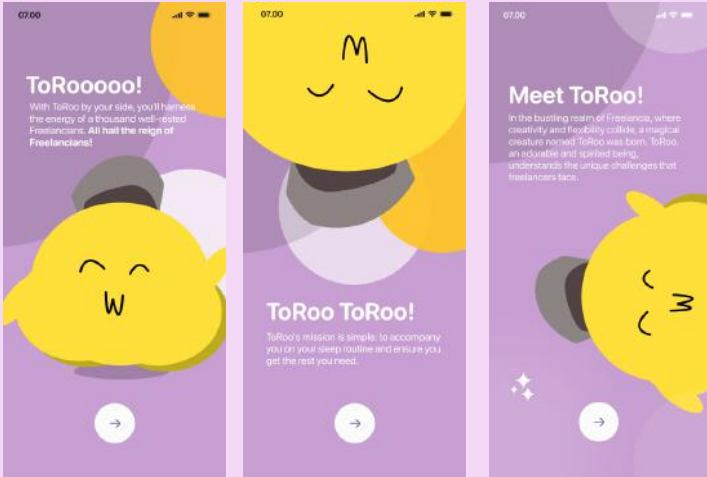
XCODE

SWIFTUI

FIGMA

PROCREATE

ON BOARDING

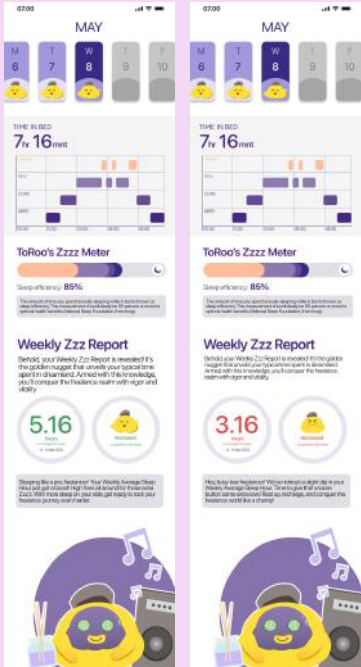
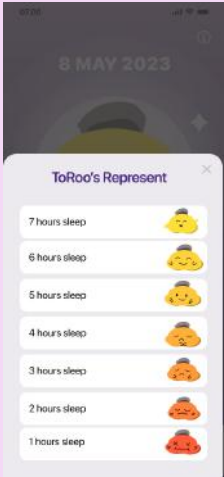


SUMMARY SCREEN

MAIN PAGE



INFO PANEL



DESCRIPTION

An app that raises your sleep awareness. Track your sleep stages, uncover sleep efficiency, receive gentle reminders, and gain personalized insights. ToRoo's reactions mirror your sleep patterns, motivating you to optimize your rest for a more rejuvenating slumber.



ROLE

PROGRAMMER
ILLUSTRATOR
UX

JOBDESK

PROGRAMMER :
As a coder I code the landing page, main game screen, and end game screen, implement the swipe, hold and drag logic when the user touch the screen

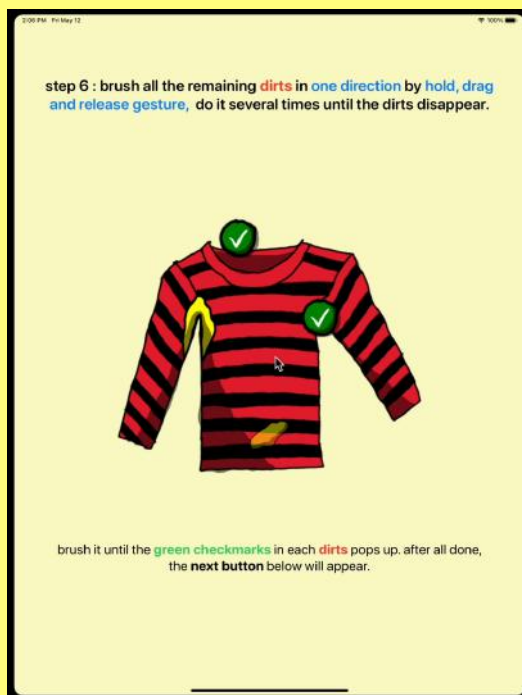
ILLUSTRATOR :
As an Illustrator i draw all the asset.

TECHNOLOGY

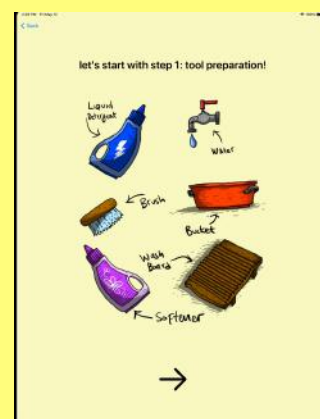
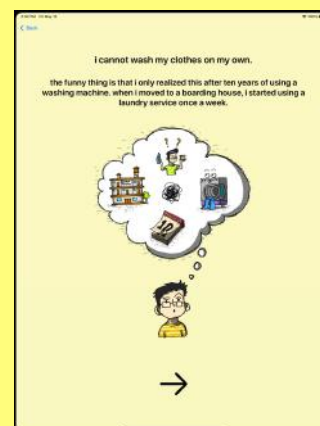
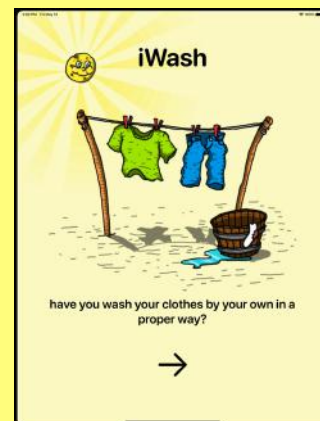
XCODE
SWIFTUI
PROCREATE

APP NAME : iWash

MAIN GAME SCREEN



ON BOARDING PAGE



DESCRIPTION

Personal project to join WWDC swift student challenge 2023, and i won! this is an app that help you better knowledge about cleaning and washing your clothes without any wash machine, boosted with simple tutorials and interactive touch game. The app is developed for iPad.



APP NAME : iBlade

ROLE

PROGRAMMER
ILLUSTRATOR
UX

JOBDESK

PROGRAMMER :
As a coder I code the landing page view therefore it has animations and functional button

ILLUSTRATOR :
As an Illustrator i finalize it with cartoon style game.

UX :
I designing the LowFid, MidFid and

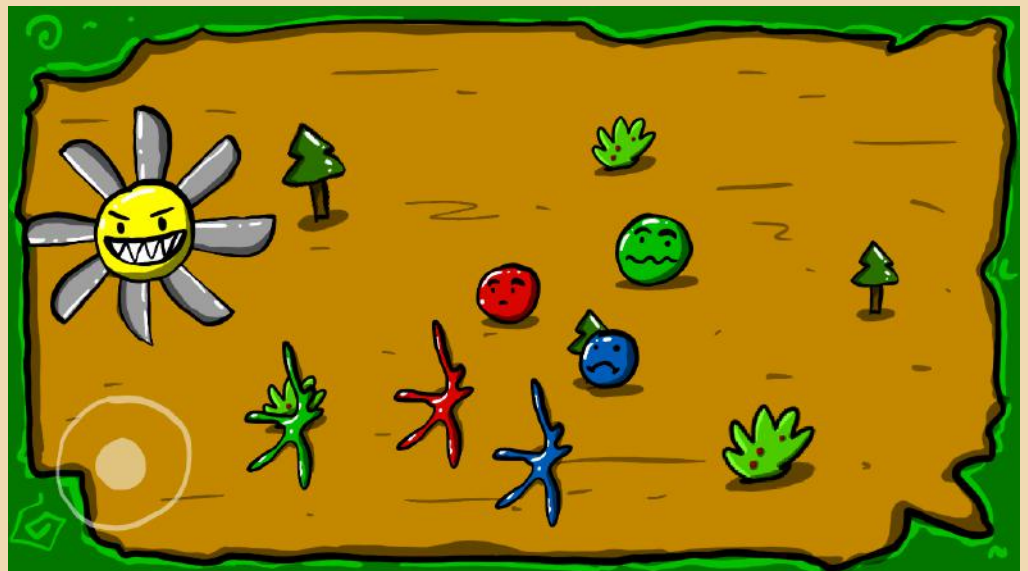
TECHNOLOGY

XCODE
SWIFTUI
FIGMA
PROCREATE

LANDING PAGE



MAIN GAME SCREEN



DESCRIPTION

iBlade is a stress reliever game with simple mechanic, it is a top-down 2D game, the user use the virtual joystick to move the character implemented with rotating blade around him, the mission is to destroy enemy with different color, each color illustrate your negative emotional feeling.



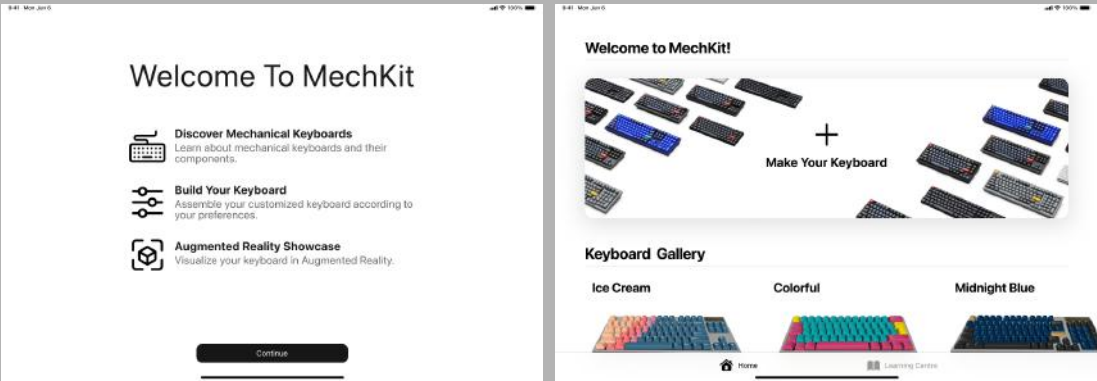
APP NAME : MechKit

ROLE
3D MODELLER

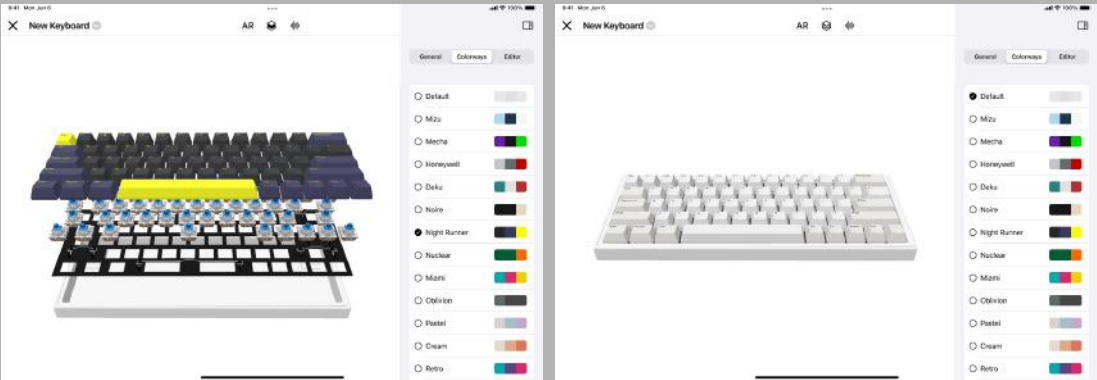
JOBDESK
3D MODELLING
As a 3D modeller,
i created complex
Mechanical
Keyboard in 3D

TECHNOLOGY
BLENDER

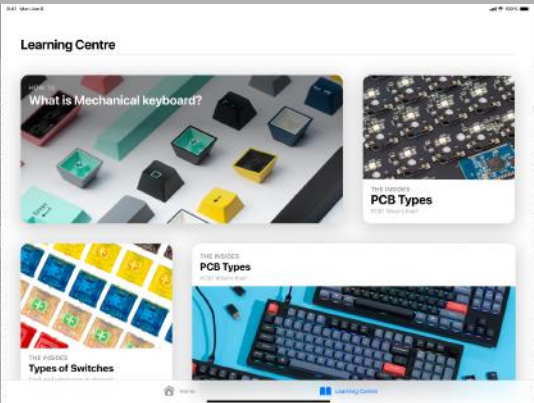
LANDING PAGE



MAIN PAGE



FEATURE



DESCRIPTION

MechKit is a native application designed for iPad that will assist you in creating your very own personalized mechanical keyboard. Design your ideal mechanical keyboard with MechKit! Explore various keycap styles, switch options, and vibrant colors to reflect your unique personality. MechKit turns your dream keyboard into a reality. Immerse yourself in the world of customization! Your imagination is only the limit



APP NAME : Rage Riot

ROLE
ILLUSTRATOR

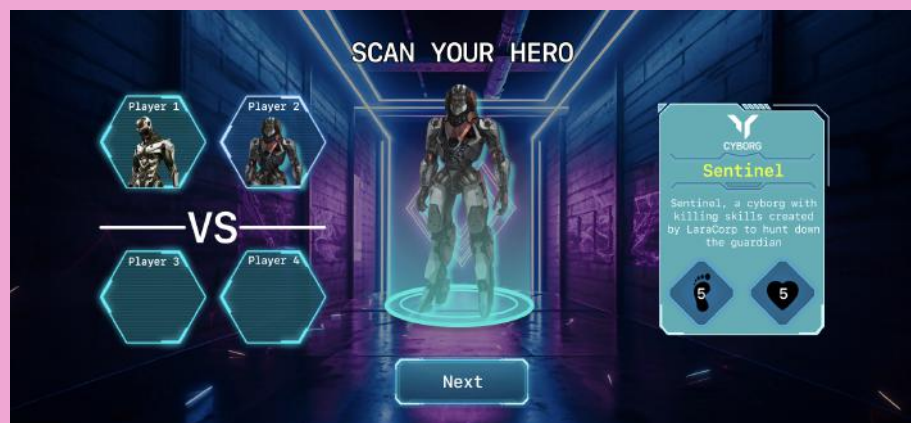
JOBDESK
ILLUSTRATOR :
I draw assets for
Landing Page
background, Main
game screen,
characters set,
card artwork, and
map.

TECHNOLOGY
PROCREATE

LANDING PAGE



MAIN PAGE



PHYSICAL OBJECTS



DESCRIPTION

Macro challenge, a final project in academy, hybrid board game that include physical and virtual object bridged with an app, with cyberpunk dystopian apocalypse war between citizens and cyborgs, the unique feature is a nfc-tag sticker and reader, the user can read the cards and role through it, the app itself help to track players turn and score or health