

ANDA ALIMUDIN

Programmer and Designer

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Summary

A game developer and designer with more than 8+ years of experience. Developing several projects, such as educational games from designing to playable. Creating designs such as logos, stickers to game characters.

Experience

Caterpillar Game (Indie Game Dev) - Bandung, Indonesia
Game Programmer (2014 - December 2024)

- Designing a game.
- Build the code from scratch to production.

BPMPK Kemdikbud Community - Indonesia
Game Developer (July - September 2021)

- Design an educational game.
- Build the code from scratch to production.

BPMPK Kemdikbud Community - Indonesia
Game Developer (March - July 2019)

- Determine the subject and design an educational game.
- Build the code from scratch to production.

Education

Indonesian Computer University (UNIKOM)
Bachelor of Information Technology (2008 - 2013)
GPA 2.87

Ministry of Industry of the Republic of Indonesia (KEMENPERIN RI)
Mobile Game Training (2015)

Skills

Programming Language

- C#
- JavaScript

Multimedia and Design Software

- Inkscape
- HitFilm
- Spriter

Achievment

- 2nd Winner of Game Making Competition 2012 - Kehati Digigames
- Finalists of Game Making Competition 2013 - Diskomvision UKSW Salatiga
- Finalists of The Mobile Kihajar Competition 2016 - BPMPK KEMDIKBUD
- Finalists of The Mobile Kihajar Competition 2017 - BPMPK KEMDIKBUD
- Finalists of The Mobile Kihajar Competition 2018 - BPMPK KEMDIKBUD
- 1st Winner of Meme Design Competition 2019 - Kangpisman DLHK Bandung City
- Finalists of The Mobile Kihajar Competition 2021 - BPMPK KEMDIKBUD