



Vinchen Amigo

Dedicated Programmer, Passionate Developer

I am currently enrolled in the Apple Developer Academy and bring two years of experience as a freelance developer. My expertise lies in iOS development, with strong proficiency in Swift, SwiftUI, and UIKit. Additionally, I have hands-on experience with JavaScript, PHP, and Laravel, and am passionate about creating innovative solutions across multiple platforms.





Table of Contents

Eyesistant: Fashion Color Guide for Partial Colorblind

Develop/iOS App/ADA C7/2024

Sunny Side: Reimagining Weather app for Commuters

Develop/iOS App/ADA C7/2024

SiCon: ML Powered License Plate Scanner

Design & Develop/iOS App/ADA C7/2024

Snap or Splash: Reinventing Hole in the Wall game via ML

Design & Develop/MacOS Game/ADA C7/2024

TypeCaster: The Ultimate Spell Typing Battle RPG

Design & Develop/MacOS Game/ADA C7/2024

OddOfficeAR: Escape plan from the unusual scouts room

Design & Develop/iOS AR Game/ADA C7/2024

LonelyScape: Solve the riddles, escape the loneliness

Design & Develop/iOS AR Game/Academic/2023

Cleonima Invitation: Bringing your birthday invitation to life

Develop/Website/Freelance/2023-present



Eyesistant: Fashion Color Guide for Partial Colorblind

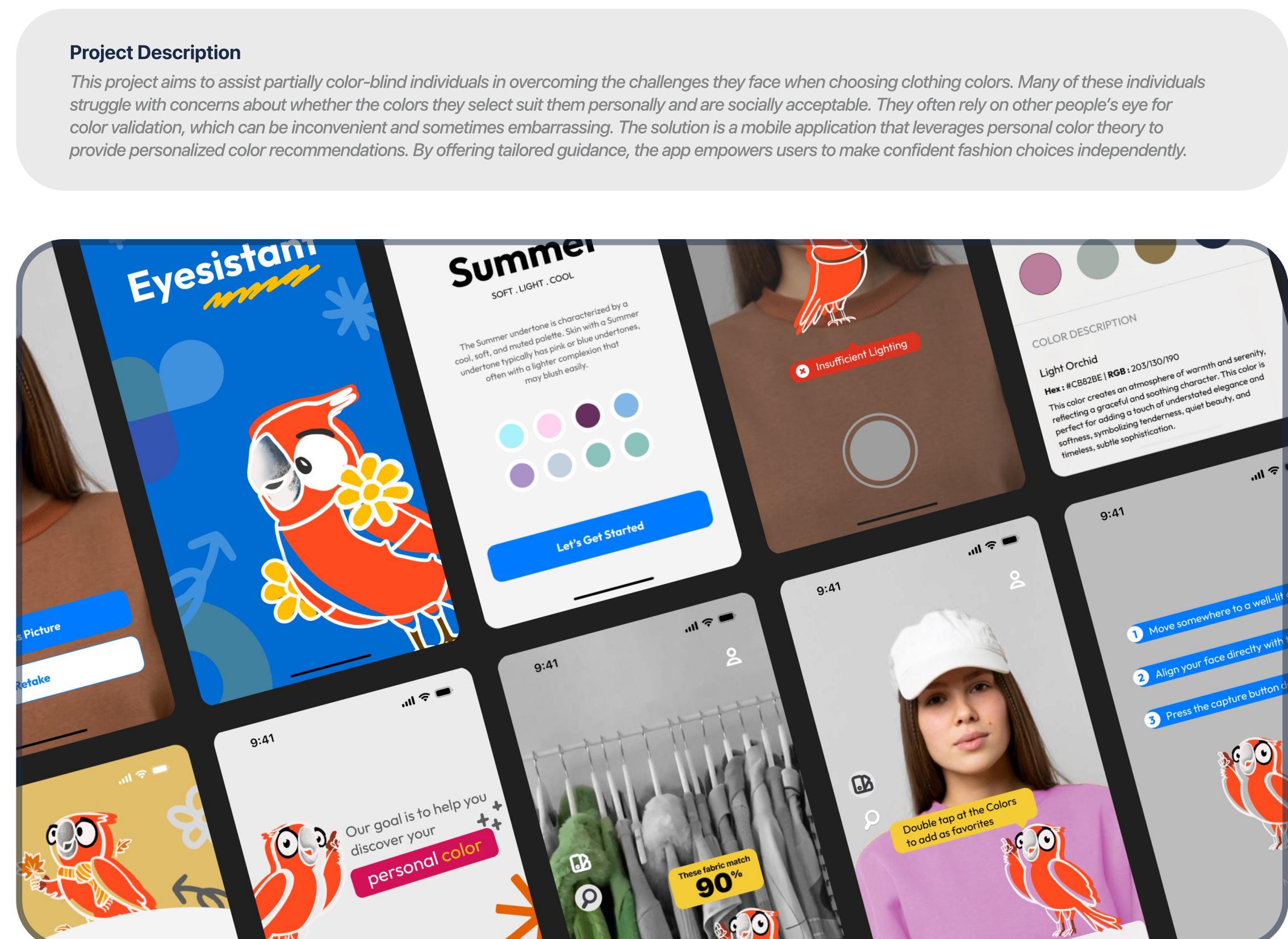
Year Accomplished
2024

Role/position
iOS Front-end Developer

Design Link
<https://www.figma.com/design/U MPHpUUL1OMHFYqb4b9vkU/Eyesistant?node-id=672-495&t=5Hg4zFJGJ4u68Nzf-1>

Repository
<https://github.com/Ekkh0/eyesistant>

Publication
<https://medium.com/@vinchenamigo/eyesistant-an-attempt-on-building-inclusivity-for-partially-colorblind-using-uikit-d8365329bb07>



Tech Stack

</> Swift, UIKit
⌚ Vision, AVFoundation, CoreImage
✈ Xcode, VSCode, Github

Architecture

MVVM design pattern,
UIKit frontend,
UserDefaults Storage

Features

Face and luminosity detection camera, skin tone fetching, personal color classification, selected color clothes overlay, selected color filtering



Project Description

The project "Sunny Side" reimagines traditional weather apps by focusing on the specific needs of homemakers engaged in outdoor activities. The challenge identified through research was that existing weather apps cover large areas, making it difficult to determine weather conditions for a specific place. The solution is a weather app that allows users to search for precise locations, receive recommendations on what to prepare for those conditions, and pin the location for easy access on the homepage. It utilizes SwiftUI, WeatherKit, and reverse geolocation to enhance user convenience.

Sunny Side:

Reimagining
Weather app for
Commuters

Year Accomplished
2024

Role/position

iOS Front-end Developer,
Tech Lead

Design Link

<https://www.figma.com/design/Rwqm7eC0xcHFNkDfeaqxf2/nano3?node-id=728-66871&t=Ubn6wVhjTbT66xXj-1>

Repository

<https://github.com/baduthutan/GoodHusband>

Publication

<https://medium.com/@vinchenamigo/my-experience-as-a-tech-lead-on-sunny-side-project-reimagining-weather-app-for-commuters-6186c8535061>

Enter Specific Location Get Recommendation DarkMode Available

GoodHusband Team x Apple Developer Academy @ Binus

Tech Stack

</> Swift, SwiftUI
⌘ WeatherKit, CoreLocation, MapKit
⤷ Xcode, VSCode, Github

Architecture

MVVM design pattern,
SwiftUI frontend,
Singleton UserDefaults Storage

Features

Specific location weather forecast, suggestion
for current weather, dark mode, English and
Bahasa Indonesia language localization



Project Description

SiCon (Swift Connect), an application designed to assist security personnel in efficiently managing motorcycle parking at GOP 9. The app uses machine learning to scan license plates and quickly retrieve the owner's information—such as name, workplace, front desk number, and license number—from a database. This significantly reduces the time it takes for security to contact the owner of a vehicle that's parked improperly, eliminating the need to go through building management.

Swift Connect:

ML Powered
License Plate
Scanner

Year Accomplished

2024

Role/position

iOS Front-end Developer

Design Prototype

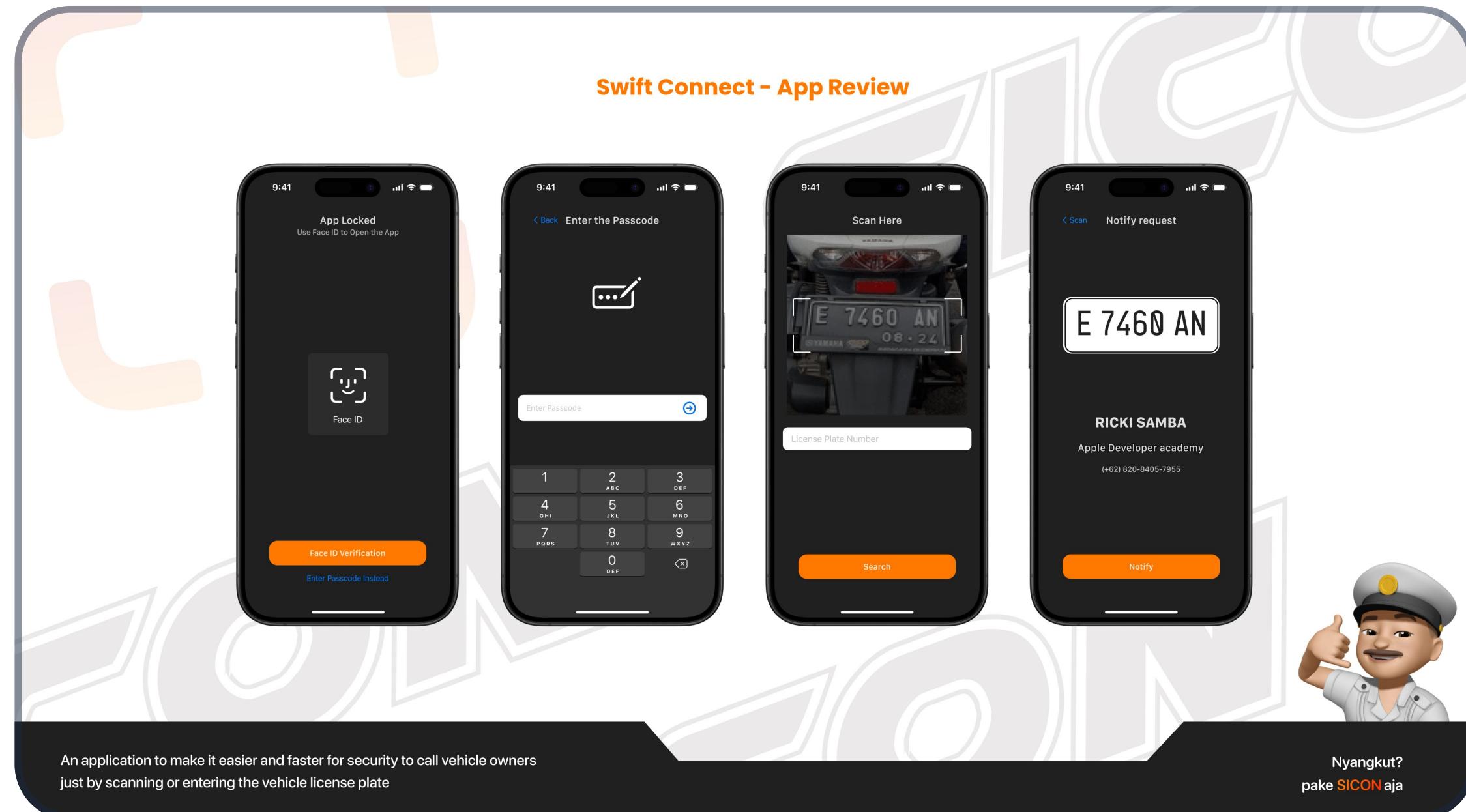
[https://bit.ly/
SiConPrototype](https://bit.ly/SiConPrototype)

Repository

[https://github.com/
anggaraswn/SICON](https://github.com/anggaraswn/SICON)

Publication

[https://medium.com/
@vinchenamigo/building-
swiftconnect-how-a-
beginner-used-mvvm-for-
an-ml-powered-license-
plate-
scanner-9a8d0f531b9d](https://medium.com/@vinchenamigo/building-swiftconnect-how-a-beginner-used-mvvm-for-an-ml-powered-license-plate-scanner-9a8d0f531b9d)



Tech Stack

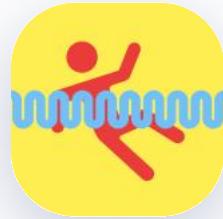
</> Swift, SwiftUI
≡ SwiftData, VisionKit, WhatsApp API
↗ Xcode, Github

Architecture

MVVM design pattern,
SwiftUI frontend,
SwiftData Storage

Features

FacelD or password authorization to open app, license number scanner, fetch vehicle owner data, connect to vehicle owner office via WhatsApp



Project Description

"Snap or Splash" is an interactive game inspired by 'Hole in the Wall,' where players mimic predefined poses that are evaluated for accuracy by a machine learning model. Key to the challenge was achieving precise real-time pose detection on MacOS. We used AVFoundation for camera management, Vision API for pose capture, and CoreML for integrating the Human Pose Classifier Model. CreateML streamlined model training and testing, ensuring a smooth user experience..

Snap or Splash:

Reinventing Hole in the Wall game via Machine Learning

Year Accomplished

2024

Role/position

MacOS Developer (solo)

Design Link

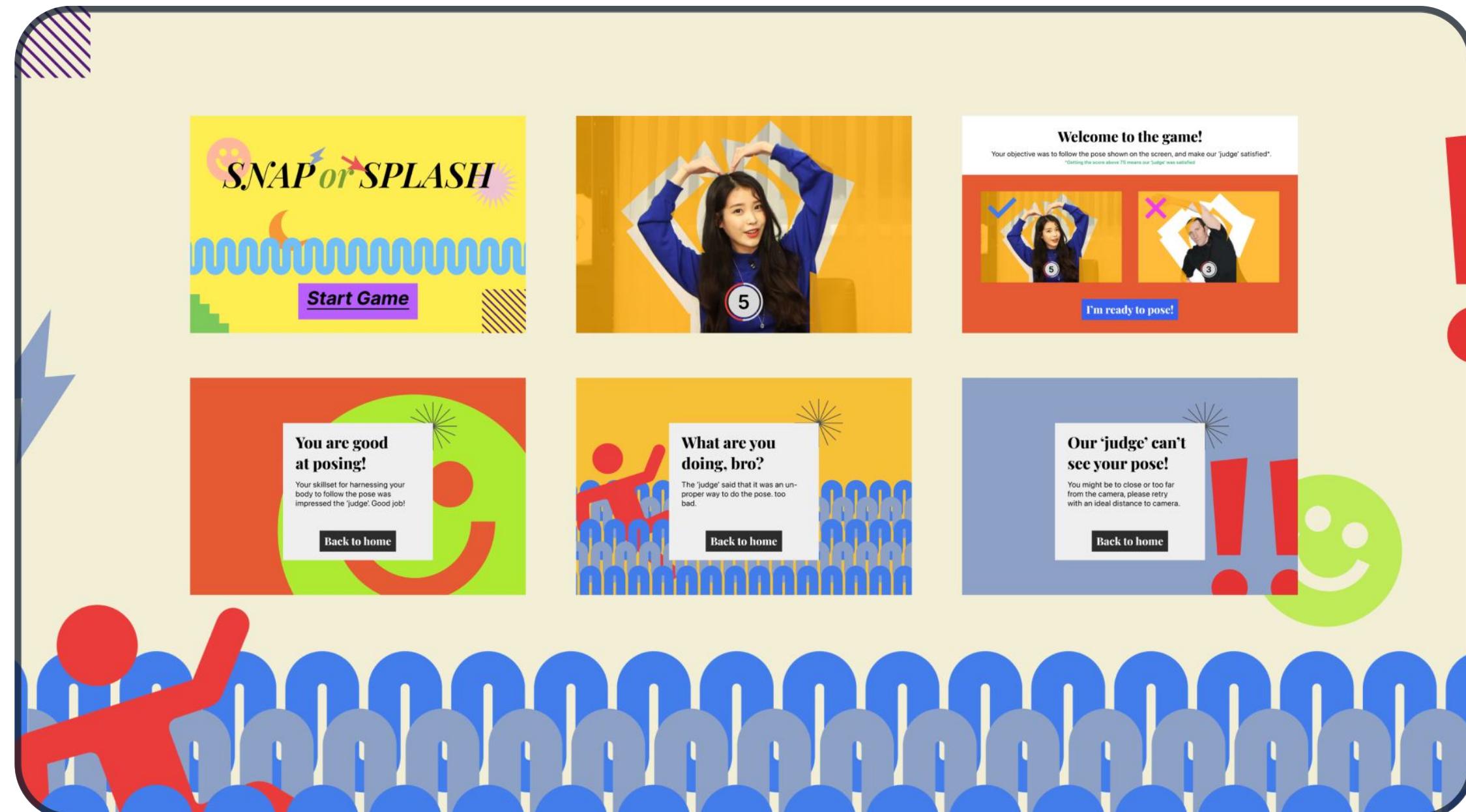
<https://www.figma.com/design/JWissRS7jfA9whlt56mMNa/Snap?node-id=0-1&t=Z1DWxZTHsMcMh9Aa-1>

Repository

<https://github.com/baduthutan/Snap-or-Splash>

Publication

<https://medium.com/@vinchenamigo/snap-or-splash-bringing-the-nostalgic-hole-in-the-wall-gameshow-to-your-mac-using-machine-learning-26838ddc15bf>



Tech Stack

Swift, SwiftUI
CoreML, Vision, AVFoundation
Xcode, Create ML, Github

Architecture

MVC design pattern,
SwiftUI frontend,
No Storage

Features

Camera shot countdown, pose overlay, detect user pose, result score processing by model confidence



Project Description

TypeCaster is a classic RPG game that elevates the "bullet hell" genre by combining intense action with precise typing mechanics. In this game, players face a continuous barrage of attacks and must skillfully type magical spells to launch counterattacks while avoiding damage. The core challenge lies in managing both evasion and offense simultaneously. As in real spell casting, player can't revert back misspelled words and will be stunned. By blending these elements, TypeCaster delivers a unique gameplay experience where quick reflexes and precise typing are essential for survival and success.

TypeCaster:

The Ultimate
Spell Typing
Battle RPG

Year Accomplished

2024

Role/position

MacOS Developer,
Asset Design

Repository

[https://github.com/TessyJr/
TypeCaster](https://github.com/TessyJr/TypeCaster)

Game Demo

[https://youtu.be/
r06JyNzosGs](https://youtu.be/r06JyNzosGs)

Publication

[https://www.linkedin.com/
pulse/creating-pixel-art-
character-aseprite-
designing-riki-vincent-
vincent-go5lc/?
trackingId=jWznZ6fyLueNm
%2FmGLjTO%2Bg%3D
%3D](https://www.linkedin.com/pulse/creating-pixel-art-character-aseprite-designing-riki-vincent-vincent-go5lc/?trackingId=jWznZ6fyLueNm%2FmGLjTO%2Bg%3D%3D)

TypeCaster

Explore the tower of trials

Unique type-cast mechanics

Rigorous bullet hell RPG

Compatible for

Tech Stack

</> Swift, SpriteKit
SKTiles, Cocoa, AVFoundation
Xcode, Aseprite, Github

Architecture

MVC design pattern,
SKScene frontend,
No Storage

Features

Type to cast spell mechanism, tutorial scene, exploration scene, battle scene, intractable objects, unlock-able spell



Project Description

OddOffice is a game designed to amaze players with its unique and challenging puzzles. In the game, players are positioned as they are attending a job recruitment for a security force. To pass the test and escape the room, they must solve complex challenges using scout codes. The innovative gameplay incorporates AR elements, including haptic feedback for Morse code, brightness-dependent Pig Pen codes, and Semaphore codes that shift between dark and light modes. These features create a multifaceted experience that enhances problem-solving skills and keeps players engaged.

OddOffice AR: Escape plan from the unusual scouts room

Year Accomplished
2024

Role/position
iOS AR Game Developer

Repository

<https://github.com/baduthutan/oDD-oFFicE-AR>

Game Demo

https://youtu.be/_AMkWcJwKf0?si=JosfC5unVjJ37Ew

Publication

<https://medium.com/@vinchenamigo/exploration-on-iphones-system-features-and-outputs-through-oddofficear-a-case-study-aac37caeef98>



T E A M C E O M A G E R

Interact with objects
and solve the riddle

</> Swift, SwiftUI
RealityKit, ARKit, Speech, AVFoundation
Xcode, Reality Composer, Github

A r c h i t e c t u r e

MVC design pattern,
SwiftUI frontend,
No Storage

F e a t u r e s

Coaching overlay, vibrating morse code,
screen brightness detector, light-dark mode detector,
speech recognition, change scene on proximity



LonelyScape:

Solve the riddles,
escape the
loneliness

Year Accomplished
2023

Role/position
iOS AR Game Developer

Presentation Slides
[https://bit.ly/
LonelyScapePresentationSlides](https://bit.ly/LonelyScapePresentationSlides)

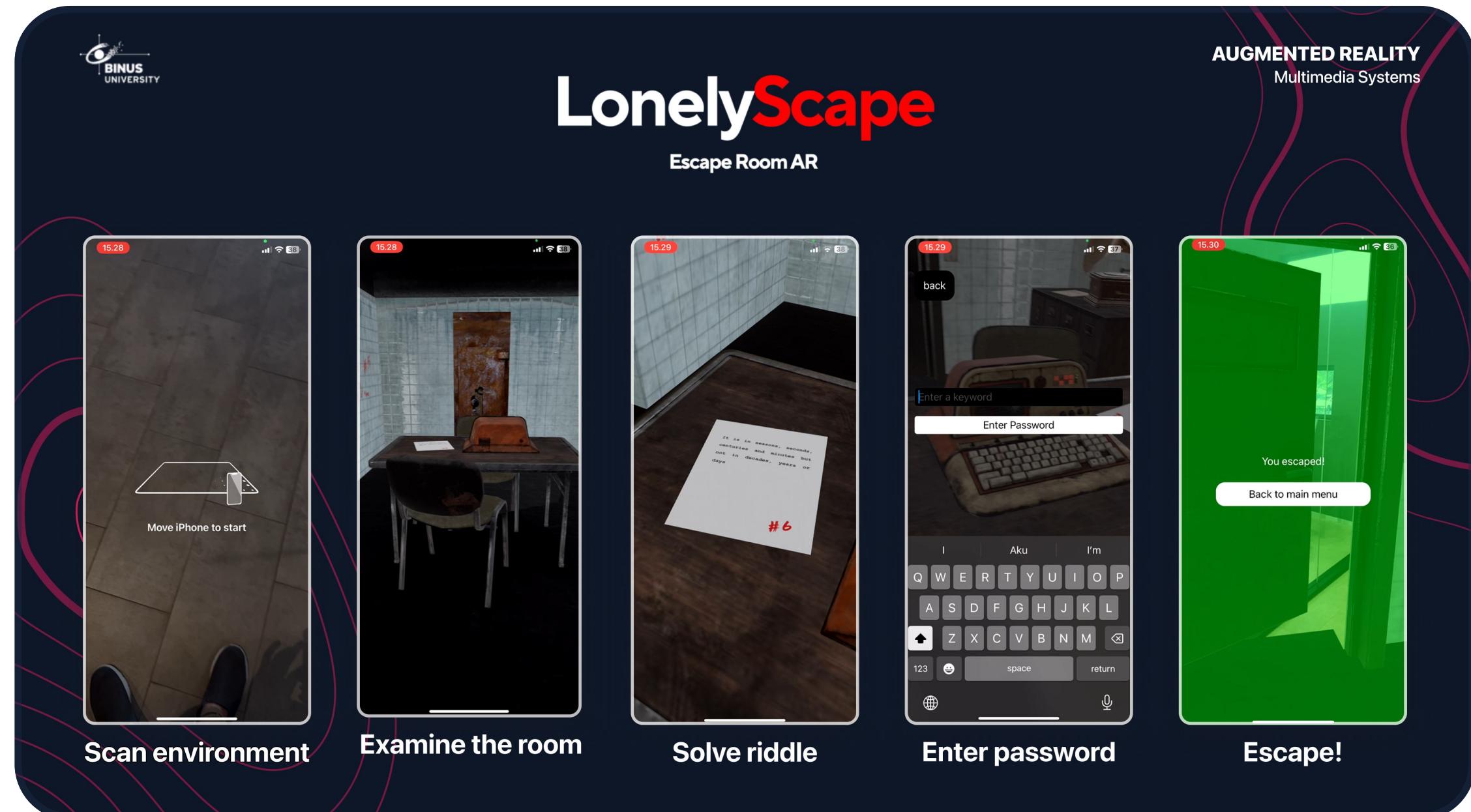
Repository
[https://github.com/
baduthutan/LonelyScapeAR](https://github.com/baduthutan/LonelyScapeAR)

Game Trailer
[https://www.youtube.com/
watch?v=yoGGu5_WwzE](https://www.youtube.com/watch?v=yoGGu5_WwzE)

Publication
[https://ieeexplore.ieee.org/
abstract/
document/10277954](https://ieeexplore.ieee.org/abstract/document/10277954)

Project Description

LonelyScape is an innovative augmented reality escape room game that merges virtual elements in a dynamic 3D environment with our real world. The objective of LonelyScape is to provide a captivating and interactive gaming experience that challenges players' problem-solving skills by gathering clues from English letter riddles and interactions with the objects on the scene. LonelyScape represents a promising evolution in the escape room genre, combining physical and virtual challenges to deliver an entertaining and immersive experience.



Tech Stack

</> Swift, SwiftUI
RealityKit, ARKit, AVKit
Xcode, Reality Composer, Github

Architecture

MVC design pattern,
SwiftUI frontend,
No Storage

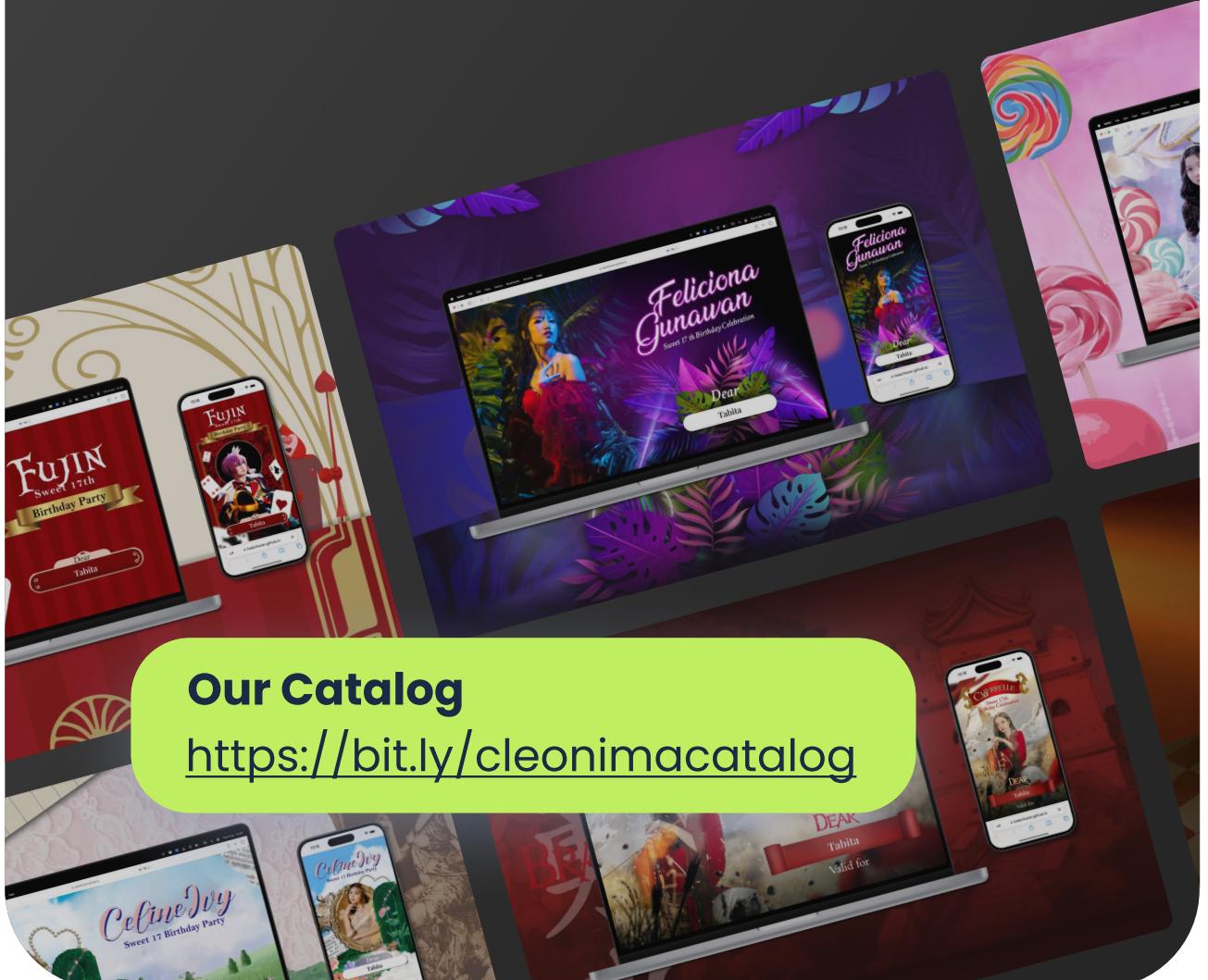
Features

Coaching overlay, audio play on tap, intractable objects,
add overlay on interaction and proximity

I'M CURRENTLY WORKING WITH

Cleonima Invitations

Bringing your sweet seventeen
birthday invitation to life



**" So don't worry
about tomorrow, for
tomorrow will bring
its own worries.
Today's trouble is
enough for today. "**

Matthew 6-34 NLT

ⓘ Contacts
 ☎ (+62) 822 - 2777 - 4026
 ☤ vinchen996@gmail.com

© 2024 Vinchen Amigo.
All Rights Reserved.