

BARA NUR IMADUDDIN

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PERSONAL SUMMARY

- Third-year Computer Science student with a strong passion for technological innovation
- Experienced in developing using various programming languages and frameworks
- Able to work collaboratively in team environment and manage tasks effectively
- Skilled at communicating technical concepts clearly to diverse audiences
- Eager to gain real-world experience and contribute to impactful digital solutions across IT field

EDUCATION

PRESIDENT UNIVERSITY

Candidate for Bachelor of Informatics

Cikarang, West Java

Sep 2023 - Present

- Currently in 6th Semester with expected graduation at 2026
- Cumulative GPA: 3.85 / 4.00

SMAIT GEMA NURANI

High School Diploma

Bekasi, West Java

Jul 2020 - Jun 2023

AREA OF EXPERTISE

- **Soft Skills:** Public Speaking, Team Leadership, Project Management, Teaching/Coaching
- **Programming Languages:** Java, HTML, CSS, JavaScript, PHP, C++, C#, Python
- **Frameworks & Technologies:** Unity Engine, Blender, Android Studio, Tailwind CSS, Laravel
- **Databases:** MongoDB, SQLite, Firebase Firestore, MySQL
- **Developer Tools:** Git & GitHub, Docker, XAMPP, Oculus SDK
- **Digital Tools:** Microsoft Office, Google Workspace, Notion, Trello
- **Languages:** Indonesian (Native), English (Intermediate DET Score: 95, 2023)

PROJECT EXPERIENCE

Raturu: Home Fever

GimJam2025

Project Leader & Programmer

Feb 2025

- Led a team to design and develop a complete game under a strict 48-hour deadline during a Game Jam event.
- Successfully delivered a polished game on time, which received a "**Favorite Game**" nomination based on participant votes.
- Managed task delegation, coordinated the development workflow, and ensured effective team collaboration.
- Programmed core gameplay mechanics and features using Unity and C#.

Press The Beat

GarenaGameJam2025

Level Designer - Rhythm Platformer Action Game

Jan 2025

- Designed rhythm-based platformer levels during a 72-hour game jam.
- Synced obstacles and jumps with the music beat.
- Created engaging stage layouts to match pacing and rhythm.
- Collaborated with programmers and sound designers.

Developer - Mechanical Repair Interaction

May 2025

- Developed VR interactions simulating mechanical repair tasks in an industrial setting
- Implemented mechanics for hammering, tightening bolts, and replacing broken conveyor belts
- Built using Unity and Oculus SDK
- Developed as part of a team VR simulation project

NO ALIENS !!!

Independent Game Development Project

Solo-developed 2D Space Shooter

Feb 2025

- Designed and programmed a 2D vertical scrolling space shooter where the player controls a spaceship to defend Earth from alien invaders
- Implemented core mechanics including player shooting, enemy spawning from the top of the screen, collision detection, and score tracking
- Balanced enemy spawn rate and movement patterns to increase difficulty over time
- Built using Unity, with pixel-art style assets

SLIME HUNTER

Independent Game Development Project

Solo-developed 2D Side-Scroller Action RPG

Feb 2025

- Created a 2D top-down RPG featuring quest system, enemy battles, and boss fights
- Designed player progression with XP and level-up mechanics
- Implemented interactive NPCs, quest tracking, and dialogue system
- Created unique boss battles with custom music and attack patterns
- Built immersive world with pixel-art assets and smooth directional movement
- Built using Unity, with pixel-art style assets

RUNBLOXX

Independent Game Development Project

Solo-developed 3D Side-Scroller Endless Runner Game

Feb 2025

- Built a side-scrolling runner game with jumping mechanics and score tracking
- Designed dynamic obstacles and increasing difficulty over time
- Created 3D assets, animations, and responsive player controls

COMSPHERE

Cikarang, West Java

Tech Exhibition Team – Project Presenter

Feb 2024 - Nov 2024

- Engaged over 100 attendees, boosting brand visibility and interest.
- Presented an IoT-based automatic pet feeding system controlled via a web interface on smartphones and computers.
- Communicated complex technical concepts effectively to both technical and non-technical audiences.
- Strengthened public speaking and technical presentation skills in a live, interactive setting.

Lilo bookstore

Course Project

Developer - Web-Based Bookstore System

May 2024

- Developed a bookstore web application with full CRUD functionalities.
- Designed relational MySQL database schema and implemented user, admin, and book entities.
- Enabled user registration, login, book browsing, cart system, and transactional purchase workflow.
- Created admin dashboard for managing books, categories, customers, and transactions.
- The project included backend authentication and admin privileges to secure data access.

Enroll

Course Project

Mobile App Developer - Student Enrollment App

Jun 2024

- Built a mobile enrollment app using Java and Android Studio with Firebase Firestore as backend database.
- Implemented user authentication with login and registration.
- Integrated real-time database interactions using Firebase for data creation, retrieval, and storage.

Moviepedia	Course Project
Front-End Developer - Responsive Film Information Website	Feb 2024
<ul style="list-style-type: none"> Built a responsive multi-page movie website using pure HTML and CSS. Designed and implemented key pages: Login, Dashboard, Movie Details, About Us. Structured and styled dynamic content areas for genres, cast, directors, and watchlist features. Ensured layout responsiveness and consistent user experience across devices. 	
Loli's Cafe	Course Project
Developer - Café Menu Management App	May 2024
<ul style="list-style-type: none"> Developed a desktop-based café management system with CRUD functionality for menu items. Implemented user login and registration system with data encapsulation and access control to admin. Applied object-oriented principles including encapsulation, inheritance, and polymorphism. Designed intuitive, joyful UI for managing coffee shop menus including add/edit/delete items. 	
NGOPSKUY	Course Project
Developer - Coffee Ordering App(Java)	Jan 2025
<ul style="list-style-type: none"> Developed a native Android app for ordering customizable or menu-based coffee Integrated camera feature to capture and display user's profile photo Enabled custom coffee orders (coffee strength level, sugar level, and milk) and predefined menu options Triggered phone vibration as haptic feedback upon successful payment Built UI with XML and implemented logic with Java in Android Studio 	

ORGANIZATIONAL EXPERIENCE

Buzzy Wizzy Studio	Cikarang, West Java
Vice Manager of Junior Developer	Feb 2025 - Present
<ul style="list-style-type: none"> Oversees junior developers, providing guidance and technical support throughout development cycles Assists in project planning and ensures timely completion of development tasks Collaborates with senior developers and designers for game projects and feature alignment Facilitates weekly check-ins and mentorship sessions to help junior developers grow their skills Coordinates task distribution, ensures code quality, and supports team in resolving blockers 	
Buzzy Wizzy Studio	Cikarang, West Java
Lead of Game Development	Jan 2025 - Feb 2025
<ul style="list-style-type: none"> Led the game development team in planning, designing, and building game prototypes using Unity Oversaw daily workflow and maintained development schedule for smooth execution Managed task tracking, version control (e.g. Git), and debugging processes to maintain game quality Presented project progress to stakeholders and implemented feedback for continuous improvement 	