D'Riski Maulana

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https://www.github.com/driskimaulana

SUMMARY

Motivated and passionate game programmer with a strong foundation in software development and a deep interest in the gaming industry. Dedicated to honing technical skills and leveraging creativity to contribute to the development of immersive and engaging gaming experiences. Adept at collaborating with multidisciplinary teams and possessing a strong understanding of game design principles. Eager to apply knowledge gained from academic coursework and previous programming projects to make a positive impact as a game programmer intern. Committed to learning and staying up-to-date with emerging technologies and industry trends. Ready to contribute innovative ideas and assist in the creation of cutting-edge games.

EDUCATION

Bachelor of Computer Sciences
Minor in Software Engineering • Universitas Pendidikan Indonesia • Bandung • 2024 • 3.87

Cloud Computing Student
Minor in Cloud Computing • Bangkit Academy led by Google, Tokopedia, Gojek, & Traveloka • Bandung • 2023

EXPERIENCE

Software Engineer
Majalengka School Management System   **June 2022 - December 2022, Bandung**
• Using the PHP language, I updated the existing code to a newer PHP version.
• I modified the financing and communication module to match the requirements of Majalengka City.
• I was part of the team that traveled to Majalengka to provide technical training.

CERTIFICATIONS

Game Design and Development 1: 2D Shooter
Michigan State University - Coursera • 2022
Certified in creating game design, and game development using Unity 3D.

Belajar Dasar Git dengan GitHub
2021
Certified in using Git and Github for version control management.

PROJECTS

Nusantara Legends
October 2022 - February 2023
• As the project leader, I was responsible for developing the game design and deploying the game to a game distribution platform.
• As a game programmer, my responsibilities included creating the game environment, implementing the health and damage system, creating the UI, managing assets, and implementing sounds and sound effects.

URLs:
• https://github.com/driskimaulana/nusantara-legends
• https://drive.google.com/file/d/1mrXezBBbW6AIm2savScP7aCEZY6JrUVn/view?usp=share_link
• https://drive.google.com/file/d/1Rgo30QTyvLYEsbx6ScO6jhxyGojZKkcc/view?usp=share_link
• https://driskimaulana.itch.io/nusantara-legends

Space Guardians
January 2022 - February 2022
• As a game programmer, I was responsible for developing a space shooter game, which includes the health system, damage system, score system, enemy spawn system, and user interface.
URLs:
• https://github.com/driskimaulana/Space-Guardian
• https://driskimaulana.itch.io/space-guardian

Future Run

May 2022 - June 2022

• As a game programmer, I develop a game from scratch using Java.

• I created the game loop, a simple physics system, a jumping system, a point system, a sound and sound effect system, and a character animation system.

URLs:

• https://github.com/driskimaulana/future_run

• https://www.youtube.com/watch?v=vd02I2TUymg&t=241s

Solar System

January 2022 - January 2022

• As Unity Programmer, I create a Solar System complete with all of the planets

URLs:

• https://github.com/driskimaulana/Solar-System

• https://driskimaulana.itch.io/solar-system

INVOLVEMENT

Members

Universitas Pendidikan Indonesia • DPM Keluarga Mahasiswa Komputer

• Participated in forums and discussions

SKILLS

Game Development Skills: Unity 3D, Java, C#

Android Development Skills: Kotlin, Flutter, Java, Android Studio

Web Development Skills: JavaScript, HTML, CSS, React, Express, Bootstrap

Others: Git, Github, MongoDB, MySQL, PostgreSQL