



EMILISA

GAME PROGRAMMER |
UNITY & UNREAL ENGINE SPECIALIST



CONTACT

- ✉ emilisa90@gmail.com
- 📍 Bekasi, Indonesia
- 🌐 <https://emilisa707.itch.io/>

SKILLS

- Game Engines: Unity, Unreal
- Programming: C++, C#, Python, JavaScript
- Tools: Visual Studio, Git, Perforce, Plastic SCM

LANGUAGES

- Bahasa Indonesia — Native
- English — Intermediate

PROJECT

- **Bank King Simulator** — Unreal, Early Access 2025 on
 - Steam — Gameplay, AI, Battle, Quest Systems
- **Ookami Okami** — Unity, Demo 2025 on Steam —
 - Gameplay, Dialogue, Save/Load Systems
- **Death & Faeology** — Unity, Demo 2024 on Steam —
 - Gameplay, Inventory, Dialogue, Save/Load Systems
- **Wonder Wandelier** — Unity, Demo 2023 on Steam —
 - Gameplay, Crafting, Quest, UI, Save/Load Systems



PROFILE

Dedicated and passionate Game Programmer with a Master's degree in Digital Media and Game Technology from Institut Teknologi Bandung.

Over 4 years of professional experience developing gameplay, AI, quests, and system architecture in Unity and Unreal Engine. Skilled in creating structured, scalable codebases and mentoring junior developers.



WORK EXPERIENCE

Mushroomallow Studio 2022 - PRESENT
Lead Game Programmer

- Designed and implemented core gameplay architecture for multiple indie titles.
- Led a programming team using Clean Architecture principles.
- Collaborated with designers and artists to ensure gameplay balance and performance.

Republic Reality Games 2025
Unreal Programmer

- Developed AI, battle, gameplay, and quest systems for Bank King Simulator (Early Access on Steam).
- Improved performance and scalability through efficient Unreal C++ implementation.

Brandoville Studio 2022-2024
Game Programmer & Mentor (Unreal Engine)

- Built Gameplay and AI systems for Virtual Pet Game.
- Create Plug-in / Tools for Modeller QC.
- Trained students on Unreal Engine fundamentals.
- gameplay scripting, and optimization techniques.

Everidea 2021 - 2022
Game Programmer

- Contributed to various internal and client projects, focusing on gameplay and system architecture.



EDUCATION

Master of Engineering 2018-2021
Digital Media & Game Technology | Institut Teknologi Bandung
GPA: 3.67

Bachelor of Engineering 2009-2015
Electrical Engineering | University of Bengkulu
GPA: 2.96