

# Nandhitta Aemy

Tasikmalaya, Indonesia 46196 | [linkedin.com/in/naemy](https://www.linkedin.com/in/naemy) | [imnaemy.vercel.app](https://imnaemy.vercel.app) | 081223971237 | [nandhittaemy@gmail.com](mailto:nandhittaemy@gmail.com)

## ABOUT ME

As a passionate student of informatics engineering, I have a strong interest in software development and information technology. I have solid knowledge in programming, database, design, and computer networking, as well as good analytical and problem-solving skills. I am highly motivated to learn and grow and ready to take on new challenges and contribute to a dynamic work environment.

## EDUCATION

**SILIWANGI UNIVERSITY** 2020 - Present  
*Bachelor of Engineering, Major in Informatics; Minor in Multimedia and Game Technology.* 3.73/4.00

## EXPERIENCE

**Freelance Designer** 2020 - Present

- Worked on diverse projects for various clients, including graphic design, logo design, and user interface design.
- Produced captivating designs that strengthened brand image and improved user experience.

**CIKARA STUDIO, PT. RUANG TEKNOLOGI NUSANTARA** Tasikmalaya, Indonesia  
**Junior Game Developer** August 2023 – October 2023

- Contributed to the development of interactive game features, collaborating with a cross-functional team to enhance user experience and troubleshoot issues.
- Gained proficiency in game development tools and technologies while delivering tasks within project timelines, demonstrating adaptability and problem-solving skills in a fast-paced environment.

**BASTOH, SEMBILAN COMPANY** Tasikmalaya, Indonesia  
**Host Live** March 2023 – April 2023

- Hosted live sessions on TikTok and Shopee, effectively presenting product information and influencing audience purchasing decisions.
- Collaborated with partners and production teams to develop engaging content, surpassing sales targets by increasing viewership and conversions.

**HIMPUNAN MAHASISWA INFORMATIKA** Universitas Siliwangi  
**Event Division** July 2022 – August 2022

- Played a key role in planning, organizing, and executing event agendas during OMBUS
- Developed strong leadership, teamwork, and communication skills through this experience.

## FEATURED PROJECTS

**GAME PROGRAMMER** September 2023  
*Dinosawr!*

- Led the development of the project as the sole programmer, designing and implementing gameplay mechanics. The result is a captivating and well-executed gaming experience.

*Stellar : Solar System Trivia* August 2023

- Played a key role in the creation of Stellar, contributing to the design and development of the Solar System Trivia game. Collaborated with team members to integrate educational content seamlessly into the gameplay, enhancing both entertainment and learning aspects..

*Space Shooter!* May 2023

- Involved in developing the game as a programmer and collaborating with a 4-member team to create an engaging and well-performing game.

**DIRECTOR AND EDITOR VIDEO ANIMATION** May 2023  
*Lost in The Woods: A Tale of Friendship with A Cute Monster*

- Responsible for concept design, storyboarding, and editing the animation video, achieving above-average ratings upon timely project completion.

**PROGRAMMER** June 2022  
*Chestega*

- Led the implementation of steganography in a web-based chess game using PGN notation, enabling users to encrypt and decrypt messages.

*KOPMA Unsil*

*December 2022*

- Developed an online self-service and management application. Succeeded in presenting a functional and intuitive website for users, which allows users to make more effective transactions.

**UI/UX DESIGNER**

*Self-Service Japanese Restaurant*

*December 2021*

- Led the design of responsive and visually appealing UI prototypes for a Japanese restaurant website, ensuring a satisfying and intuitive user experience.

**KEY SKILL AND INTEREST**

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- Interpersonal Skill : Communication, Public Speaking, Leadership, Team work, Critical Thinking, Problem Solving, Creative, Time Management, Adaptability.
- Technical Skills : Python, C#, C++, CSS, HTML, Microsoft Office, Graphic Design, UI/UX Design, Multimedia Editing, Web Design, Branding, Typography, Prototyping, Digital Marketing, Project Management.