

YOGIE SUKANDI WIJAYA

Game Programmer • Technical Artist

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kanbarudesu.github.io

SUMMARY

Game Programmer with hands-on experience in Unity, focusing on UI implementation, animation/tweens, and technical tooling. Comfortable with Unity UI (uGUI & UI Toolkit), C# scripting, and custom editor workflows, with experience creating real-time VFX using Unity Particle System and Shader Graph (URP) while being mindful of visual quality and performance.

PROJECTS

Sidekick Inspector - Unity Editor Tools

- Developed a lightweight Unity Editor extension adding a custom control to the Inspector header.
- Allows users to isolate individual components on a GameObject by toggling visibility.
- Designed to improve inspection clarity and iteration speed when working with complex GameObjects.

Menu System - Unity

- Built a modular menu system using generic classes, allowing users to define and extend menus in a type-safe way.
- Created a custom inspector to let users configure menus without modifying core code.
- Abstracted menu animations to support different animation methods (currently using DOTween).

Real-Time VFX Studies - Unity

- Created several real-time VFX studies, recreating effects from existing games.
 - Built using Unity Particle System, VFX Graph and Shader Graph (URP).
 - Videos available on ArtStation (artstation.com/kanbarudesu)
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WORK EXPERIENCE

Game Programmer Intern, Hiscory Studio (formerly 4Happy studio) June - September 2022

- Implemented gameplay systems (checkpoint, save/load, menus, notifications) for Unity project Let Me Out.
- Developed functional UI for menus (main, options, inventory) with focus on usability.
- Collaborated using GitLab (version control), Notion (documentation), and Discord (coordination).

Assistant Lecturer, Kalbis Institute February - June 2020

- Mentored students in 2D game programming using Construct engine.
- Guided students through 9 game projects, providing feedback on mechanics and design.
- Supervised, graded, and evaluated midterm and final projects.

Game Programmer Intern, Benua Softworks July - September 2019

- Working collaboratively in a small team to prototype a game using Unreal Engine Blueprints, with Perforce used for version control.

EDUCATION

Bachelor of Computer Science - Games Computing & Technology

2016 – 2020

Kalbis Institute

- Specialization in Games Computing & Technology.
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SKILLS

- **Programming:** C#, HLSL, Unity Editor Scripting, Multiplayer/Networking, Debugging
 - **Engines & Tools:** Unity, Git, Notion, Photoshop, Blender
 - **Specialties:** VFX, Shader Programming, Game Design Patterns, Optimization, UI Implementation, Gameplay Systems
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CERTIFICATION

- **Unity Certified Associate : Programmer** by Unity Technologies | Unity, 2025
- **Design Patterns for Game Programming** by Penny de Byl | Udemy, June 2022
- **Programming Design Patterns For Unity: Write Better Code** by Gamedev.tv | Udemy, June 2022