

YOGIE SUKANDI WIJAYA

GAME PROGRAMMER

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ABOUT ME

Passionate and detail-oriented Game Computing graduate with hands-on experience as a Game Programmer. Skilled in game development principles, programming, and problem-solving. Eager to contribute technical expertise and creativity to dynamic development teams, while continuously learning and advancing skills in game programming and related technologies.

WORK EXPERIENCE

4HAPPY STUDIO – GAME PROGRAMMER INTERN (JUNE – SEPT 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).

KALBIS INSTITUTE – ASSISTANT LECTURER (FEB – 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.

BENUA SOFTWARES – GAME PROGRAMMER INTERN (JULY – SEPT 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 Kalbis Institute | 2016 – 2020

SKILLS

- Programming: C#, HLSL, Gameplay Systems, UI Implementation
- Engines & Tools: Unity, Git, Perforce, Notion, Discord
- Specialties: VFX, Shader Programming, Game Design Patterns, Optimization

CERTIFICATIONS

- Design Patterns for Game Programming by Penny de Byl | Udemy, 2022
- Programming Design Patterns For Unity: Write Better Code by Gamedev.tv | Udemy, 2022