Ahmad Fadli Naharu

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Date of birth: 20/10/1996 **Nationality:** Indonesian

ABOUT ME

With my background in computer science and my journey in game development using Unity, My expertise extends to not only the creation of mobile and desktop games but also AR/VR game and single/multiplayer game

EDUCATION AND TRAINING

[09/2015 – 14/01/2021]

Four-year Undergraduate Degree in Computer

Universitas Brawijaya   ub.ac.id

City: Malang | **Country:** Indonesia |

LANGUAGE SKILLS

Mother tongue(s): Indonesia **Other language(s):** English , German

WORK EXPERIENCE

[10/2022 – Current]

Game Developer

freelance

City: Mojokerto | **Country:** Indonesia

- Proficient with tools including Unity, Blender, and Krita for comprehensive game development.
- Skilled in API integration, custom shader writing, game mechanics, and UI implementation to enhance gameplay experience.
- Proactive contributor to technical strategy within the team, advocating for efficient solutions such as shader-based vegetation animation for resource optimization.

[10/2021 – 30/10/2022]

VR Game Developer

FXMedia Internet Pte Ltd

City: Jakarta | **Country:** Indonesia

- Collaborate with designers to seamlessly integrate a diverse range of game assets, including 2D/3D models, audio and animations into the game.
- Implement Artificial Intelligence in game.
- Specialize in technical game design, adept in both programming and debugging across single-player and multiplayer platforms.
- Proficient in the integration of technologies such as Oculus Rift, Kinect and Leap Motion to enhance interactive experiences.
- Develop innovative Virtual Reality Training Systems and Augmented Reality applications.
- Develop game for mobile and desktop.

[01/04/2021 – 30/09/2021]

Game Developer Internship

FXMedia Internet Pte Ltd

City: Jakarta | **Country:** Indonesia

Create some AR mobile applications project in Unity using various SDK such as ARFoundation and Vuforia. Another project we did is a multiplayer game using Photon Engine SDK in Unity.

DIGITAL SKILLS

My Digital Skills

Digital Content Creation

Adobe Photoshop | Digital drawing (Krita) | Blender

Programming

C# | Java | HTML | Frameworks: Tailwind CSS, TypeScript, React JS, Node JS | Visual Studio Code, Visual Studio | Github

Game Development

Unity 3D engine | Multiplayer (Photon)

Microsoft Office

Microsoft Word | Microsoft Excel