



# ANNANDA KURNIAWAN

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Kediri, East Java, Indonesia

Passionate about game development with hands-on experience in creating both 2D games and 3D Virtual Reality games using the Unity Engine. Skilled in C# programming and enthusiastic about building interactive and engaging digital experiences.

## Experiences

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### Mitra Edukasi Pratama - South Jakarta, Indonesia

Sep 2024 - Dec 2024

*Game Programmer*

- Contributed to the development of UI flow, achievement system, saving system, and user interface interactions to support a smooth and intuitive player experience.
- Collaborated closely with designers and programmers during the early concept and design phases to align UI/UX with overall game vision and mechanics.

### IMVE - Yogyakarta, Indonesia

Feb 2025 - May 2025

*Game Programmer (Internship)*

- Developed core systems and user interfaces for two small-scope 3D VR games, ensuring smooth and immersive player experiences.
- Created a minigame feature as part of a monthly update for a released commercial title.
- Assisted in the development of a leaderboard system for a game utilizing Kinect technology.
- Proactively identified and resolved minor bugs in a live game environment, improving overall stability and user satisfaction.
- Represented the development team as a booth assistant at the Ambarukmo Tech Fusion event in Yogyakarta, engaging with players and showcasing game features.

## Education Level

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### Universitas Negeri Surabaya - Surabaya, East Java, Indonesia

Sep 2022 - Sep 2026 (Expected)

*Bachelor of Informatics Engineering, 3.83/4.00*

- Selected as one of the Top 150 Delegates in SejutaCita Future Leaders Chapter 7.
- Semifinalist in the Mifest Competition, developing a functional and user-friendly website using WordPress.
- Finalist in a Mental Health Video Education Event, creating impactful content to raise awareness about bullying.

### Pare 2 Senior High School - Pare, Kediri, East Java, Indonesia

Sep 2019 - Sep 2022

*Senior High School, Natural Sciences*

- 2 Years as the Class representative.
- Co-Leader of English Community.

## Projects

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### Kisah Rasa - UI Programmer

Sep 2024 - Dec 2024

*2D Game, Strategy, Unity Engine*

- A game designed to introduce Indonesian local foods through engaging and interactive gameplay. Developed using Unity Engine with C# as the primary programming language.

### Skeleton Chaos - Game Programmer

Jan 2025

*3D game, survival, Unity Engine*

- A simple survival game made in 3 days using Unity Engine.

### Finding Challenge - Game Programmer

Feb 2025 - Mar 2025

*VR game, casual, Unity Engine*

- A VR game with a gameplay of finding creatures through various levels.

## Skills

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- Hard Skills:** C#, C++, Delphi, Unity Engine, Git, Roblox Studio
- Soft Skills:** Teamwork, Communication, Time Management, Problem Solving