

MUHAMMAD ABDUL LATIF

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Portfolio: <https://tifst.itch.io/> | Website: <https://portfolio-latif.vercel.app/>

Semarang, Indonesia

Game Developer with a strong focus on Unity-based game development, gameplay systems, and interactive mechanics. Experienced in building playable game prototypes and vertical slices, with basic web development knowledge used as a supporting skill.

Education

Universitas Negeri Semarang - Semarang, Indonesia

Aug 2023 - Jun 2027 (Expected)

Bachelor of Computer Science, 3.73/4.00

Relevant Coursework:

- Computer Graphics: Applied fundamental computer graphics concepts, including basic native OpenGL, and developed a Unity-based 3D game with lighting and rendering fundamentals.
- Object-Oriented Programming: Developed Java-based games implementing core OOP principles using Alice 3 and Greenfoot.
- Multimedia: Created an educational game supported by a Game Design Document (GDD) and delivered a pitching presentation aligned with the Sustainable Development Goals (SDGs).
- Artificial Intelligence: Studied basic artificial intelligence concepts, including decision-making logic.
- Human-Computer Interaction: Designed UI/UX for interactive applications with a focus on usability and user experience.
- Software Engineering: Developed a wardrobe management system with decision logic to support outfit recommendations.
- Web Development: Developed an event management system using Laravel, integrated with payment gateway services.
- Data Structure: Designed and implemented a multi restaurant management system using mySQL relational database design.

Projects

The Growth Tree - Universitas Negeri Semarang

August 2025 - December 2025

Game Designer & Gameplay Programmer

Academic Game Project (Team of 3)

- Developed a playable Unity 3D vertical slice with modular gameplay architecture and persistent game state management.
- Designed and implemented core gameplay mechanics including planting, watering, harvesting, fruit spawning, and tree growth.
- Built a quest-driven gameplay system using ScriptableObject-based quest data, quest queues, and progress tracking.
- Implemented NPC systems including dynamic NPC spawning, quest interaction logic, and waypoint-based patrol behavior.
- Developed an asynchronous scene loading system using coroutines and staged loading flow.
- Implemented a persistent save & load system using JSON serialization to store player progress, quests, and world state.
- Developed resource management systems including inventory handling and buy/sell shop interactions.
- Created dynamic environmental feedback systems such as pollution-driven fog and real-time tree health visualization.
- Integrated modular UI and interaction systems using a unified IInteractable interface for consistent gameplay input handling.

Fani Laundry - Semarang

August 2025 - Present

WordPress Developer

Service Business Web Project (Solo)

- Developed and deployed a service-based business website using WordPress and OceanWP theme.
- Built responsive page layouts and landing pages using Elementor and Royal Elementor Addons.
- Implemented WooCommerce for service ordering flow, cart, and checkout customization.
- Configured Really Simple SSL and basic security hardening for production deployment.
- Managed site navigation, user account flow, and UI customization via Mystic Menu.

Skills

Game Development: Unity 3D, C#, Gameplay Systems, UI Systems, NavMesh AI, Save & Load Systems.

Supporting Tools: Git, Java, WordPress, MySQL, JavaScript, Tailwind CSS, React, Node.js.

Soft Skills: Problem Solving, Critical Thinking, Team Collaboration, Communication, Self-Learning.

Languages: Indonesian (Native), English (Intermediate).