

Vinda D Zoebir

Game Programmer

 Jakarta, Indonesia

A Game Programmer from Indonesia, have more than 9 years experience with Unity 3D and 3 years experience with HTML5 game. Have worked in 4 local mobile company in Indonesia and 3 international company remotely along the course of my career. I really like to learn new things, and seeking to improve my Game Programming skills so I can create better games than I have before.

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Work Experience



Unity Developer • Egowall LLC (Texas, United States)

July 2022 - Present

Worked as Unity Developer to create learning apps for kids, focusing on AppStore.

Projects :

1. VocaMatch

Link : <https://apps.apple.com/app/vocamatch-learn-to-spell/id1558886488>

2. Patternwork 3D

Link : <https://apps.apple.com/in/app/patternwork-3d/id1664863816>

3. ZooQ 3D Adventure

Link : <https://apps.apple.com/in/app/zooq-3d-adventure/id1609316528>



HTML5 Game Programmer • Storms (Singapore)

Feb 2022 - July 2022

Worked with porting existing game into HTML5, adding publisher API, and optimizing codes.

Projects :

1. Helix Jump

Link : <https://www.crazygames.com/game/helix-jump>

2. Ball Blast

Link : <https://www.crazygames.com/game/ball-blast>

3. Flappy Dunk

Link : <https://play.storms.com/play/flappy-dunk/>

4. Fruit Ninja HTML5

Link : <https://play.storms.com/play/fruit-ninja/>

5. Jetpack Joyride HTML5

Link : <https://play.storms.com/play/jetpack-joyride/>



HTML5 Game Programmer • MarketJS (Hong Kong)

May 2020 - Feb 2022

Worked in creating HTML5 games starting from designing the games, creating core gameplay, polishing and balancing the game.

Sometimes I also worked for specific client games, including reskinning current game to client's preferences.

Projects :

1. Idle Farming Business

Link : <https://www.marketjs.com/item/idle-farming-business>

2. Word Challenge

Link : <https://www.marketjs.com/item/word-challenge>

3. Idle Startup Tycoon

Link : <https://www.marketjs.com/item/idle-startup-tycoon>

4. Idle Mining Empire

Link : <https://www.marketjs.com/item/idle-mining-empire>

5. Commando Boat

Link : <https://www.marketjs.com/item/commando-boat>

6. Unblock It HD

Link : <https://www.marketjs.com/item/unblock-it>

7. Cookie Tap

Link : <https://www.marketjs.com/item/cookie-tap>

8. Idle Money Tree

Link : <https://www.marketjs.com/item/idle-money-tree>

9. Food Empire Inc

Link : <https://www.crazygames.com/game/food-empire-inc>



Unity Developer • Immortal Games (UK / Bali)

Nov 2019 - May 2020

Worked remotely for Positive Gaming Bali, which is also a code name for a UK based company, Immortal Games, UK.

I mainly worked as technical artist, and support programmer, focusing on adding visual effects, particle, animation, shader, and other effect needed for the game they currently working on.

Projects :

1. Story Games Immortalized

GooglePlay : <https://play.google.com/store/apps/details?id=uk.co.immortalgames.storygames&hl=en&gl=US>

id=uk.co.immortalgames.storygames&hl=en&gl=US

AppStore : <https://apps.apple.com/us/app/immortalized-hidden-objects/id1480390250>



Unity Developer • Joyseed Gametribes (Jakarta, Indonesia)

March 2018 - Jun 2019

Worked as a Game Programmer in creating game mechanic, core game engine, visual effects, UI layout, implement third party and other things with Unity 3D using C# language.

Projects :

1. Hollywhoot : Idle Parody

GooglePlay : <https://play.google.com/store/apps/details?id=com.joyseed.hollywhoot&hl=en&gl=US>

AppStore : <https://apps.apple.com/us/app/hollywhoot-idle-parody/id1390456798>

2. Kingdomtopia : The Idle King

GooglePlay : <https://play.google.com/store/apps/details?id=com.joyseed.idlekingdom&hl=en&gl=US>

AppStore : <https://apps.apple.com/us/app/kingdomtopia-the-idle-king/id1517750319>



Unity Developer • Alegrium (Jakarta, Indonesia)

Nov 2016 - March 2018

Worked as a game programmer in creating game mechanic, core game engine, visual effects, UI layout and with Unity 3D using C# language.

Projects :

1. Cash, Inc.

GooglePlay : <https://play.google.com/store/apps/details?id=com.alegrium.cong2&hl=en&gl=US>

AppStore : <https://apps.apple.com/us/app/cash-inc-fame-fortune-game/id1270598321>

2. Icon Pop Quiz 2 (taken down from store)

Trailer : https://www.youtube.com/watch?v=fbWqxxWlssc&ab_channel=Alegrium

3. Block Buddies (taken down from store)

Trailer : https://www.youtube.com/watch?v=TRQqyAFjxW0&ab_channel=Alegrium

4. Conglomerate (taken down from store)

Trailer : https://www.youtube.com/watch?v=xX0TjKpTX8U&ab_channel=Alegrium



Unity Developer • Touchten Games (Jakarta, Indonesia)

March 2014 - Nov 2016

Worked as a Game Programmer with Unity 3D, using C# language to maintain UI Flow in game, and also gameplay mechanic and other features.

Projects :

1. Fishing Town (taken down from store)

Trailer : https://www.youtube.com/watch?v=tF0ACd-5DZA&ab_channel=TouchtenGames

2. Tebak Kata Saku (taken down from store)

Trailer : https://www.youtube.com/watch?v=z279v_ebSiE&ab_channel=TouchtenGames

3. Epic Chase : Coin Bandits (taken down from store)

Trailer : https://www.youtube.com/watch?v=KQ-XSIVBJQ8&ab_channel=TouchtenGames

4. TTS Trivia

GooglePlay : <https://play.google.com/store/apps/details?id=com.touchten.ttstrivia&hl=en&gl=US>

AppStore : <https://apps.apple.com/id/app/teka-teki-saku-2-tts-trivia>

Education



Sep 2008 - Nov 2013

Andalas University, Indonesia

Bachelor of Science : Electrical Engineering



Skills

- Unity3D (C#)
- UniRX
- HTML5 Canvas (Phaser, ImpactJS, Three.js, Babylon)
- C++
- Cocos Studio
- Javascript
- 3D Modelling (Blender)
- Spine Animation

Languages

- Indonesia - Native
- English - Professional
- Japanese - Beginner

- Adobe Photoshop
- Adobe Illustrator

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