

WAHYU UNTORO

Mobile Developer | Unity Certified Associate

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PROFESSIONAL SUMMARY

Unity and mobile developer with over 8 years of experience in game and app development. Skilled in **C#, Unity Engine**, and cross-platform workflows for mobile and VR. Proven ability to design, build, and optimize engaging game experiences while collaborating closely with designers and artists. Experienced in gameplay programming, debugging, and performance optimization for multiple projects, including over **70 published HTML5 and mobile games**. Passionate about creating high-quality, well-structured code and delivering features on schedule.

CERTIFICATIONS

Unity Certified Associate: Game Developer (2025)

EXPERIENCE

Hikaria by Timedoor

Bali, Indonesia

Technical Support / Product Developer

Jul 2025 - Present

- Engineered and deployed an internal admin app for ticket validation, reducing manual errors and processing 394 guests in September using Flutter.
- Automated daily OTA data reporting, successfully extracting and processing 70+ online orders per day.
- Expanded product reach by publishing Hikaria to 20+ online travel platforms (OTAs), increasing visibility and contributing to sales growth.

PT Timedoor Indonesia

Bali, Indonesia

R&D Supervisor / Mobile Developer

Jul 2019 - Present

- Supervised R&D experiments and supported four developers in evaluating new frameworks for faster and more stable project workflows.
- Created internal tools and private Flutter packages to simplify repetitive tasks, helping developers speed up delivery timelines by 30%.
- Planned, developed, and maintained multiple mobile applications for clients in Japan and Indonesia using Flutter, Kotlin, React Native, and Swift, resulting in an average of 30% reduction in development time for cross-platform projects.

PT Timedoor Indonesia

Bali, Indonesia

Game Developer

Jul 2017 - Jul 2019

- Create 70+ games from 2017 - 2019 for Web Platform in Japan using Construct 2
- Build a game called "Road to Asian Games 2018" that reach 100+ user.
- Brainstorming and creating more than 80 idea and turn it into a Game Design Document.

Apple Developer Academy @IL
App Developer (Internship)

Batam, Indonesia
Feb 2024 - Dec 2024

- Built and shipped an AR card game with title Molecule Mastery and ranked Top 55 in the App Store (Card Games), completed in just 25 days using AI tools for rapid prototyping.
- Developed a Unity exhibition horror game that received 52 positive user feedbacks and zero TestFlight crashes, utilizing AI-assisted image and code prototyping.
- Distributed an iOS app with a 4.8/5 App Store rating and 0% crash rate across three updates and selected among the top 5 teams for the government showcase.

Natura Healing Pod
VR Programmer & Game Designer (Contract)

Bali, Indonesia
Aug 2023 – Oct 2023

- Designed and implemented five VR therapy games aligned with therapeutic objectives and delivered within three months.
- Debugged Unity scripts and optimized sensor synchronization between IoT and VR environments.
- Lead a team with five 3D designers to finalize and test modules for consistent gameplay.

EDUCATION

Apple Developer Academy @IL - Tech Learner

Batam, Indonesia | Feb 2024 - Dec 2024

STMIK Primakara - Bachelor of Computer Science

Bali, Indonesia | Aug 2015 - Mar 2019 | GPA 3.66/4.00

SKILLS

Programming: Flutter, Kotlin, Swift, React Native, Unity, Python, REST API, Firebase, Git

AI & Automation: Prompt Design, AI-Assisted Coding, Google Apps Script Automation, Data Parsing

Product & Collaboration: Product Development, Process Optimization, Team Management, Cross-functional Coordination

Design & Tools: Figma, Notion, Adobe After Effects, Cursor AI, ChatGPT

ADDITIONAL

Community Leader, Gamedev Bali (2017 - 2019) - organized workshops to grow the local developer ecosystem.

Mentor, Bali Startup Camp (2020) - guided participants on idea validation and product thinking.

Interests: Mountain Hiking, Immersive Technology