



MUHAMMAD ZAKY

AL MUBAROK

CONTACT

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SKILLS

- Multitasking proficiency
- Version control systems
- Analytical thinking
- Advanced mathematics

LANGUAGES

- English:

| B2

Upper Intermediate

PROFILE

Innovative Game Programmer with robust background in designing and developing engaging game mechanics and systems. Specialises in utilising modern programming languages and engines to create immersive gaming experiences. Combines technical expertise with creativity to deliver high-quality projects, enhancing player satisfaction and driving commercial success. Collaborative team player who excels in problem-solving and adapting to new technologies.

WORK EXPERIENCE

- Pixel Wave Studio

Apr 2021 - Present

Game Programmer

 - Developed and implemented gameplay features using Unity and C#.
 - Optimized game performance to ensure a smooth experience across multiple platforms.
 - Troubleshooted and resolved issues in code to maintain high-quality game standards.
- DreamCraft Interactive

Mar 2020- Aug 2023

UI/UX Designer for Games

 - Designed intuitive and accessible user interfaces for multi-platform games.
 - Developed interactive UI prototypes to streamline development and testing processes.
 - Worked closely with the gameplay team to ensure the UI supported an flow and usability.
- Arcadia Games

Jan 2019- Dec 2022

Level Designer

 - Created engaging and challenging level layouts consistent with the game's theme.
 - Collaborated with visual designers to enhance the aesthetic and atmosphere of each level.
 - Iterated levels based on player feedback to ensure an enjoyable difficulty progression.

EDUCATION

2024 - 2028
Bachelor of Science Informatics
SILIWANGI UNIVERSITY - TASIKMALAYA, WEST JAVA
GPA: 3.8 / 4.0