# Dhafin Fawwaz Ikramullah

Game Developer | Software Engineer

Ⓡ Website: https://dhafinfawwaz.github.io/
◯ Github: https://github.com/DhafinFawwaz
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An Indie Game Developer for fun, a particle vfx/shader enthusiast, and a math enjoyer. Current main specialities are Web, Game, and Mobile Development which will change in the future since I'm interested in learning more. I've published a game with **+5000 installs**, worked inside and led teams on projects.

## Education

- **Bandung Institute of Technology (ITB)**
  Informatics | 4th Semester | Current GPA 3.77/4.00.

## Organization

- **Leader of New Member Admission at GIM**
  An organization about game development in ITB.
- **Vice Leader of Research & Development at GIM**
  An organization about game development in ITB.

## Skills

- **Mobile Development :**
  Flutter, Dart, Firebase, Java, Kotlin, Unity, C#.
- **Game Development**
  Unity, C#, HLSL, Firebase, PixiJs, Javascript.
- **Web Development**
  NextJs, ReactJs, MongoDB, Django, Vercel, Flask, Bootstrap, HTML, CSS, Javascript, Typescript, D3, ExpressJs, Heroku, SQLite, MySQL, PostgreSQL, Go, Fiber, Firebase, PixiJs, Python, NodeJs, Laravel, PHP.
- **Other**
  Git, Blender, Figma, PlasticSCM.

## Work Experience

- **Kirana dan Laplip - [2023]**
  Freelance programmer for a storybook game.
- **Legend of Tampoemas Mountain - [2022]**
  Freelance programmer, realtime vfx/shader creation, and animator for a storybook game.
- **Flavy - [2021]**
  Freelance programmer, realtime vfx/shader creation, and animator for a visual novel game to introduce the campus branch of Bandung Institute of Technology.

## Achievement/Awards

- **Finalist Gemastik XVI - [2023]**
  National level Game Development Competition issued by The Ministry of Education and Technology.
- **2nd Winner of Game Dev MAGE 7 - [2021]**
  National level Game Development Competition issued by Sepuluh Nopember Institute of Technology.
- **Finalist of Kompetisi Sains Nasional - [2021]**
  Top 100 natianal level finalist of an official Computer Science Olympiad by The Ministry of Education attended by highschool student throughout Indonesia.

## Technical Projects

- **AnimationUI** - [Unity Engine, C#]
  Easy drag&drop based open source UI animation tool.
- **Pace Break** - [Unity Engine, C#]
  Fast platformer combat, Hollow Knight inspired game, implemented observer, state machine pattern, etc.
- **HexaTap** - [Javascript, PixiJs, Firebase]
  A fun and fast paced tapping web game.
- **SiAbsen** - [Inngest API, NextJs, ExpressJs, Vercel, PostgreSQL]
  Notification bot for student presence.
- **Expiration Reminder** - [Flutter, OpenAI API, MongoDB]
  Reminder mobile app with QR Code integrated with OpenAI API for auto-generated description.
- **VFX Mesh Generator** - [Unity Engine, C#]
  3D Mesh Generator for VFX creation with shader.
- **Reusable FSM with Editor** - [NextJs, Typescript]
  Implementation of Finite State Machine pattern in Unity including a visual editor.
- **Grappler Crashers** - [Unity Engine, C#, HLSL]
  Unique hypercasual game with creative mechanic and physics. Implemented pattern like state machine, singleton, etc. It wins 1st place on internal GIM event.
- **Cube Associator** - [Unity Engine, C#]
  Creative game with unique and fun mechanic for submission of GMTK Game jam.
- **Ocular** - [NextJs, Django, C, SQLite]
  Content-based Image Retrieval with web scrapping.
- **Flavy** - [Unity Engine, C#, HLSL]
  A visual novel game. to introduce the campus branch of Bandung Institute of Technology.
- **Leapy Leapy Fishy** - [Unity Engine, C#]
  2nd place in Game Development competition issued by Sepuluh Nopember Institute of Technology.
- **Clustered Chaos** - [Unity Engine, C#, HLSL]
  Creative game winning 2 category on GIM Jam 2023.
- **Project Arthur** - [Unity Engine, C#, HLSL]
  Hack & slash and rougelike top down unfinished game implementing state machine, object pooling, etc.
- **Very Optimized Coins Shader** - [Unity Engine, HLSL]
  Thousands of coins with variated jump phase, flipbook animation, jump height, etc. rendered in only 1 batch.
- **Bezier Curve Generator** - [PixiJs, Vercel, Tailwind]
  Interactive Bezier Curve Generator with procedural animation for the generation process.
- **Legend of Tampoemas Mountain** - [Unity Engine, C#]
  Story book game about the Tampoemas Mountain.
- **Kirana & Laplip** - [Unity Engine, C#]
  Story book game about Kirana & Laplip.
- **RangkiangForm** - [Spreadsheet API, ReactJs, ExpressJs]
  Form with spreadsheet API for a certain company.
- **Snake4D** - [Unity Engine, C#, HLSL]
  Snake game with ability to move in 4th dimension. It manage to get **+5000 installs** when i'm a beginner.

## Contact

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