



# YAFET SUTANTO

GAME DEVELOPER

## SUMMARY

Hard working Unity Game Programmer that has published a personal game. Skilled in system design. Has experience in implementing Google In-App Purchases & Firebase Analytics. Has experience in UI Animation. Participated in Apple Developer Academy programme to learn leadership, teamwork, and Apple's development environment.

## EDUCATION

**2020 BACHELOR DEGREE**  
**2016** Bachelor of Science  
in Information Technology  
Ciputra University IP 3.74

## COURSE

Becoming an Android Development Expert.  
Scholarship given by Dicoding.com

## AWARDS

First Winner in Game Jam Event held by  
Ciputra University

## ABOUT ME

Date of Birth: January 9, 1998  
Gender: Male  
Birth Place: Indonesia, Surabaya

## CONTACT

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Citriland, 60219

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Yafet Sutanto

## INTERESTS

Games Coffee  
Programming Technology  
Cars Movies

## EXPERIENCE

### UNITY GAME PROGRAMMER

June 2020 to present | Game5mobile  
- Surabaya, Indonesia

Responsible for programming the gameplay logic and UI elements. Leverages DoTween for creating high-quality smooth UI animations. Modify existing shader to improve graphical elements.

- Design game systems
- Optimize codes.
- Code UI Animations
- Create tools for game designer to create and adjust levels
- Implement and adjust Cinemachine for robust camera controls

### IOS PROGRAMMER

February 2019 to December 2019 | Apple Developer Academy @ UC  
- Surabaya, Indonesia

Learn Apple's development environment. Work together with other talented individuals to find problems in today's society and solve them by making an app.

- Learn Swift Programming Language and XCODE
- Learn Apple's Challenge-Based Learning structure
- Learn teamwork and how to communicate between divisions
- Learn how to identify problems and how to solve them
- Create apps using Apple's various frameworks

### TEACHING ASSISTANT

August 2018 - November 2018 | Ciputra University  
- Surabaya, Indonesia

Help lecturers teach Java to younger students. Explain how code works, teach how to write clean

- Teach basic programming skills
- Teach Object-Oriented Programming

## EXPERTISE

C# Programming Language ●●●●●  
Unity Shader Code ●●●●●  
Object Oriented Programming ●●●●●  
Java Programming Language ●●●●●  
UI Animations ●●●●●

## SKILLS

Project Management ●●●●●  
Problem Solving ●●●●●  
Leadership ●●●●●  
Critical Thinker ●●●●●  
Teacher ●●●●●

# PORTFOLIO

GAME DEVELOPER



SLIME  
ADVENTURE  
2D



ADVENTURE-PUZZLE

PRIVATE



BALLERS  
2048



HYPER-CASUAL

GAME5MOBILE



HIKANJI



EDUCATION

APPLE DEVELOPER  
ACADEMY

## ABOUT

A puzzle game where the player controls 2 slime; blue & pink, reach the goal and advance to the next level. Created using Unity Game Engine.

## RESPONSIBILITY

- Design and manage all systems
- Optimize memory consumption based on Unity Profiler
- Implement Screen Transition
- Implement Google AdMob for monetization
- Implement Google In-App Purchases for removing ads
- Implement Firebase Analytics for tracking purposes
- Manage game testing phase
- Manage store listing & releases
- Keep track of tasks and bugs
- Lead 2 other team members that are responsible for art and game design respectively

Github: <https://github.com/Megazarth/slime-adventure-personal>

Google Play Store:

<https://play.google.com/store/apps/details?id=com.KaizenGameProduction.SlimeAdventure2D>

## ABOUT

Shoot balls with a touch. Aim for the same number ball and a ball with twice the value will appear. Use powerup to enhance gameplay. Created using Unity Game Engine.

## RESPONSIBILITY

- Programmed shooting mechanic
- Programmed powerup mechanic
- Programmed UI Animations
- Setup Localization

Google Play Store: <https://play.google.com/store/apps/details?id=com.game5mobile.bubble>

## ABOUT

HiKanji helps you to write and memorize Japanese Kanji writings in a fun way. One of the most difficult writings in Japanese is Kanji. The many stroke shapes sometimes confuse early learners. The worst part is you didn't realize that you are writing the strokes wrong.

HiKanji leverage machine learning for identifying Kanji strokes inputted by the user. HiKanji leverage Multipeer Framework for enabling multiplayer element; draw the correct strokes as fast as you can while competing with other players.

## RESPONSIBILITY

- Product Owner
- Programmer
- Team Leader
- Research Japanese Learners Problems
- Developed the Multiplayer feature of HiKanji.
- Implement iOS's Multipeer Framework for local area connection

Apple App Store: <https://apps.apple.com/us/app/id1485203355>

Behance: <https://www.behance.net/gallery/87992187/Hi-KANJI-Lets-Learn-Compete>