



Dzaki Zain Naufal Hanif

Game Developer

dzakiznaufal.com

Summary

Highly dedicated Game Developer with 2 years of experience in Unity 3D/2D, C#, and Game design, with proven results in developed projects. Possesses strong problem-solving skills and teamwork for the success of a project. Always seeking opportunities to learn new things and improve oneself.

Education

SMK NEGERI 5 YOGYAKARTA

Animation
2018 -2021

AMIKOM UNIVERSITY

Information Technology
2021 - (Taking a leave of absence during the 7th semester)

Skills

- Unity
- Game Programmer
- Game Design
- Graphic Design
- HTML5
- CSS3

Language

- Indonesia
- English

Proyek

■ EXO-ASH (WORK IN PROGRESS) 2024 Solo project

ungu.in/DemoExo-Ash

Work in progress of FPS Shooter Platformer game that I made by myself.

■ PURGATORY'S PATH 2023-2024 Project Lead, Game Programmer

<https://beyorderwer.itch.io/purgatorys-path>

Game about a sinner who must complete all of the obstacles inside of 7 doors which represent the 7 deadly sins so that he can be saved and be reincarnated. We made this game for the students exhibition at Lippo Mall Yogyakarta.

■ LINGUIST 2023 2D & UI Asset , Game Design

<https://rickigut.itch.io/linguists>

Game about introducing English for children. Act as a Game Designer who determines the flow, type and appearance of the game to make it more interesting for children.

■ KNOWYOURMONEY(AR) 2022 Game Programmer

ungu.in/KnowyourmoneyFile

The first project we make using Unity that was successfully built into the final build as a Unity Programmer. An Augmented Reality application that educates about money in Indonesia.

Contact

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