

Muhammad Davis Adhipramana

Undergraduate Informatics Engineer Student

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I am an Informatics Engineering undergraduate at Institut Teknologi Bandung (ITB), passionate about using technology to drive meaningful and positive change. With experience leading teams with diverse knowledge and experience, I have cultivated strong leadership, technical expertise, and collaborative problem-solving skills. I approach every initiative with a growth mindset and a strong commitment to building impactful, user-experienced solutions.

EDUCATION

Institut Teknologi Bandung – Bandung, Indonesia

Undergraduate in Informatics Engineer (2022 - 2026)

SMAN 1 Pekalongan – Pekalongan, Indonesia

Science (2019-2022)

WORK EXPERIENCE

Fiver – Freelance

Freelance (January 2023 – April 2023)

- Developed a full prototype game, “UNO” clone in Unity. programming a custom state machine to handle turn logic and implementing 5 unique, user-defined rule variations
- Refactored a third-party C# card library to support custom deck structures, optimizing code modularity to meet client requirements
- Designed scalable managers for card shuffling, dealing, and turn validation, ensuring a full gameplay loops.

ORGANIZATIONS

GIM ITB – Bandung, Indonesia

3D Trainer (April 2023– July 2023)

- Facilitated 3D Visual Art training curriculum for newcomer orientation for GIM ITB Apprenticeship, pioneering the organization's first 3D learning path.
- Designed and executed a pilot training session for over 10 aspiring game artists, preparing them for real game project
- Launched a specialized 3D workshop series, resulting in 130% rate of new 3D learner in the next year

Co-Lead of Visual Artist Division (July 2023 – Dec 2023)

- Led 6 different programs for over 70 graduates to keep them active and help improving their skills
- Collaboration with the division leader and team members, manage and making sure everyone understood their tasks and goals
- Collaborated with other divisions (like Programming and Game Designers) to create joint activities for them working in a real game team.

PROJECTS

Alice Pinball Madness - Gameseed 2025 (<https://loxenary.itch.io/148-selamat-kepada-tim-student-alices-pinball-madness>)

- Lead and directed the full development lifecycle of a deckbuilding-sandbox roguelike pinball game, managing the project from concept and technical architecture to marketing plan for the game. Key features include implementing a decoupled event-based system using event bus, strong focus on game experience using Feel, pitch deck for game marketing and release strategy, and project management using agile methodology. Utilized : **Unity 3D, C#, Event Bus, Project Management, Agile**

Maze Runner VR (<https://loxenary.itch.io/mazerunner-vr>)

- Lead and developed a horror exploration game designed to bring Maze Runner movie experience in a more immersive world. Key features include implementing VR Camera Rig, spatial audio, Maze Generation using Cellular automata, enemy pathfinding, and horror visual impairment. Utilized : **Unity 3D, XR Core, Meta Movement, C#**

Try Hard or Die Trying - GIMJAM 2025 & Brackeys 2025 (<https://fauzanazz.itch.io/try-hard-or-die-trying>)

- Built a puzzle platformer game based on the themes of “Too Much” and “Nothing to Lose”, featuring a unique mechanic where players could use their past bodies to complete the puzzle. Key features of the game include particle pooling system for abilities, bootstrapper for game entries, and service locator for central communication of the game systems. Utilized : **Unity 2D, C#, Service Locator, Bootstrapper**

Farmville Attack (https://github.com/Loxenary/Tubes2_OOP)

- Built a deckbuilding strategy game simulating a farming resource management game like farmville. Key features include a 20-turn game loop with inventory management and switching players for each turn, a strategic item card system for player interaction, and I/O system enabling save/load functionality via text and external plugin formats. Utilized : **Java, JavaFX, Maven**

ALT F4 - Garena GameJam 2024 (<https://eclatiwa.itch.io/altf4>)

- Built an action roguelike centered on a unique combat mechanic for the Garena Game Jam with the theme of two buttons. Working closely in a team under a 48-hour constraint, developed a system where two characters must fight together without ever touching. The key features include a procedural generation using perlin noise, implementing a single entry point for scalable code, store and resources system with coin. Utilized : **Unity 2D, C#**

The Great River Escape - Gemastik 2024 (<https://loxenary.itch.io/the-great-river-escape>)

- Developed an educational environmental conservation game about the adventure of fish in Indonesia's river. Key features include the power up system, environmental hazard system, resources systems such as health and hunger, Unity Job system for object pooling, and UI integrated system. Utilized: **Unity 3D, Blender, Figma, C#**

SKILLS

Tech Stack: C#, Unity 2D, Unity 3D, Unity VR, XR Core, Meta Movement, Feel, Java, Java FX, Maven

Proficiency: Data Structure, API Development, Object-Oriented Programming, Local Storage Management, UI/UX Game

Developer, Gameplay Developer, 3D Modeling, System/Architecture Developer, Project Management, Software Engineering

Other: Git (Github & Gitlab), Figma, Blender, Google Workspace, CI/CD

LANGUAGES

Indonesia (Native proficiency) • **English** (Intermediate proficiency)

AWARDS

Top 13 Audio, top 34 Innovation, and top 88 Overall (Brackeys Game Jam 2025.1)

Runner up of Gamejam (GIMJAM 2025)

Finalist Top 6 of national student game competition (Gameseed Student 2025)

OTHER

Software Engineer CV : https://drive.google.com/file/d/1Zjmofq7zIMeHBbzwL8H_4oZCGDx58X0X/view?usp=sharing