

YOGA SANDY

GAME PROGRAMMER

EDUCATION

Politeknik Elektronika Negeri Surabaya (PENS)

Game Technology

Aug 2023 - Present

SUMMARY

Game Developer Student focused on building fun, intuitive, and meaningful player experiences. Experienced in using Godot Engine with GDScript, and currently learning C# and C++ to broaden technical versatility. Enjoys tackling new challenges and improving projects through collaboration and experimentation.

TECHNICAL SKILLS

Programming Languages :

- GDScript
- C#
- C++

Game Engines:

- Godot
- Unity

EXPERIENCE

Development Project Dungeon of Arcanacious | Godot & GDScript Aug 2024 - Jun 2025

- Designed and implemented 3D procedural dungeon generation system using Delaunay triangulation and Minimum Spanning Tree algorithms.
- Developed RPG progression mechanics including character attribute system, leveling mechanics, and ability framework with debuff interactions.
- Created enemy AI behavior systems and integrated combat mechanics with player controls.

Game Programming Mentor | UKM Gamespace

Feb - Jun 2025

- Mentored students on fundamentals of game development using Godot Engine and GDScript
- Guided students in solving technical problems and debugging their Godot projects
- Assisted in teaching core engine concepts, node systems, and game development workflows
- Supported students in implementing game mechanics and understanding Godot's scene architecture

Game Jam Projects |

Unity, Godot, C#, GDScript

July - Oct 2025

- Completed 4 game projects within 3-7 days constraints, demonstrating rapid prototyping and implementation skills
- Achieved Top 60 placement in Gameseed Indonesia | Student among national student participants
- Secured Top 10 ranking in Live2D Game Jam Indonesia, implementing Photo Capture System systems
- Developed horror game for ScreamJam, ranking in top half across multiple categories (Sound Design #98, Aesthetics #107)
- Worked with cross-functional teams under tight deadlines using Unity and Godot engines