

Delvan Ramadhan

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[My Github](#) | [My LinkedIn](#) | Portfolio: <https://delvanramadhan.vercel.app/>

Summary

Passionate in Game Developer. In my spare time, frequently I tinkering with some game engines or art softwares to figuring out new and interesting ways of doing things and get creative juices flowing with the development of small little games. Currently seeking an opportunity to contribute to innovative projects and grow as a developer.

Education

Bachelor of Computer Science, Universitas Siliwangi - *Ongoing* 2022 - Present

Expected Graduation: June 2026

GPA: 3.7/4.0

Relevant Coursework: Data Structures, Algorithms, Game Development, Web Development

Technical Skills

Programming Languages : C# (Intermediate), GDScript (Intermediate), Javascript, C++

Game Engines : Unity Engine, Godot

Art Tools : Blender, Aseprite

Version Control : Git (Github/Gitlab)

Other Tools : Trello (Project Management), Notion (Documentation), Obsidian

Methodologies : Agile, Kanban

Experience

Unity Programmer Intern, Kaabaverse, Bandung June - August 2025

- Worked in a 2-person development team under the supervision of a senior Software Engineer.
- Designed and implemented gameplay systems and interactive features in Unity (C#).
- Collaborated with teammate and mentor to debug, optimize, and improve code quality.
- Gained hands-on experience in version control and software engineering practices.

Independent Study Program, Infinite Learning March 2025- July 2025

- Participating in a 5-month intensive game development program focusing on Unity and C#.
- Learning core to advanced concepts such as gameplay systems, level design, UI/UX for games, and publishing workflows.
- Collaborating with a cross-disciplinary team to develop a complete game as the final project.
- Using tools like Git, Discord, and Notion/Trello for version control, communication, and project management.

Certifications & Additional Skills

- Internship Certification in Game Development - Infinite Learning (2025)
- Game AI Programming – Agate Game Course (2024)
- Blender Creator 3D Modelling in Blender – Udemy (2024)
- Intermediate English (TELP Band 3, Universitas Siliwangi) and native in Bahasa Indonesia