Shabri Afrizal Sutrisno

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Website | LinkedIn | Github | Itch.io

SUMMARY

Game Developer specializing in Unity, gameplay programming, and game systems with experience developing award-winning games and full-stack web applications. Recognized through multiple national game development competitions. Passionate about building scalable gameplay systems, writing clean and maintainable code, and delivering engaging player experiences through collaborative development.

CORE SKILLS

- **Programming**
- **Game Development**
- **Web Development**
- **Database**

ACHIEVEMENTS

- **Hology 8.0 – 1st Place**, Game Development Competition (2025) [Certificate] — Universitas Brawijaya
- **GIMERSIA INSPIRE – Best Design Award** (2025) [Certificate] — EKRAF
- **GIMERSIA INSPIRE – Top 20 Finalist** (2025) [Certificate]
- **IT-CAS – 2nd Place**, Game Development Competition (2025) [Certificate] — STMIK AMIKOM
- **Icon Lab – 2nd Place**, Game Development Competition (2026) [Certificate] — Universitas Negeri Semarang
- **LKS Kota Malang – 1st Place**, IT Software Solutions for Business (2023) — KEMENDIKDASMEN

PROJECTS

Catpond (Game) 2026

Solo Development, Unity (C#)

- Developed a cozy idle management game where players manage fishing ponds rented by cats.
- Designed and implemented gameplay systems, UI, and progression mechanics using Unity and C#.
- Created 2D game assets using Clip Studio Paint and Adobe Photoshop.

Thriftshop Simulator (Game) 2026

Lead Programmer, Unity (C#)

- Developed a business simulation game focused on managing and expanding a second-hand clothing store.
- Implemented inventory management, dynamic pricing, and save/load systems using Unity and C#.
- Led programming collaboration using Git and modular development practices.

Hungry Cats (Game) 2025

Director & Programmer, Unity (C#)

- Developed a 2D puzzle game featuring environmental interactions and cat-themed gameplay.
- Implemented gameplay mechanics, UI systems, and level management using Unity and C#.
- Awarded Best Design Award at GIMERSIA INSPIRE 2025.

Bukuacak (Website) 2025

Solo Development, React (Javascript)

- Developed a full-stack web application for discovering and managing book information.
- Built RESTful APIs using Express.js and managed data with MongoDB.
- Designed a responsive user interface with React and implemented modern web development workflows.

EXPERIENCE

PT. Universal Big Data, Malang Jun 2022 – Nov 2022

Software Engineering (Intern)

- Developed and deployed custom Odoo modules, including a Pet Clinic Management system. (Python)
- Created technical tutorials, user documentation, and user guides for **Odoo-based** applications.

Miraii Studio, Surabaya Oct 2024 – Present

Game Programmer

- Developed educational games using **Unity** and **C#**, implementing gameplay mechanics and interactive experiences.
- Led the programming team using **Git** for version control and collaborative development.

Gamespace PENS, Surabaya Aug 2025 – Feb 2026

Administration

- Maintained attendance records and administrative documentation for organizational activities.
- Supported participant registration, attendance tracking, and evaluation processes.

BSO GT PENS, Surabaya Oct 2025 – Present

Head of Department (Technology and Research)

- Directed the development and maintenance of the organization's official website.
- Planned and coordinated technical workshops, research programs, and departmental events.
- Collaborated with cross-functional committees to deliver successful organizational activities.

EDUCATION

SMKN 5 Malang, Malang Jul 2020 – May 2023

Vocational High School Graduate, Software Engineering

- Final Score: **89 of 100**
- Relevant Coursework: Web & Mobile Development, Database Systems, and Software Development Life Cycle (SDLC).

Politeknik Elektronika Negeri Surabaya (PENS), Surabaya Jun 2024 – Present

Bachelor of Applied Science, Game Technology

- Current GPA: **3.76 of 4.00**
- Relevant Coursework: Object-Oriented Programming, Data Structures & Algorithms, Computer Graphics, Database Systems, Game Production, Game Mechanics Design, Interactive Narrative, Level Design.

LANGUAGE AND SKILLS

- **Languages:** Bahasa Indonesia (Native), English (Professional Working Proficiency).
- **Programming Languages:** C++, C#, Java, Javascript, Python
- **Certifications:** CS50x Harvard University [Certificate]
- **Tools & Technology:** Unity, React, SQL, MongoDB, Git, Blender, Figma, Aseprite, Photoshop, Clip Studio Paint
- **Technical Skills:** Game Programming, Full-Stack Development, REST API Development, Database Design, Object-Oriented Programming, System Design