

MARVEL NATANAEL SUHARDIMAN

Game & Mobile Developer

Portfolio

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EDUCATION

Politeknik Elektronika Negeri Surabaya

Surabaya, Indonesia

Applied Bachelor's in Game Technology | CPA 3.83/4.00

Graduated 2023

- Completed coursework in Game Production, Mechanics, Character Design, and Networking, building a foundation in full-cycle game development for PC, AR/VR, and mobile
- Published a research paper on Virtual Humans, emphasizing that virtual entities are not to replace human interaction, but enhance it instead

Coventry University

Coventry, United Kingdom

Abroad Study

2022

- Studied at Coventry University Central of Business in Society (CBiS) through the Indonesian International Students Mobility Awards (IISMA) for Vocational Students
- Visited Britain's top industries, such as Mini, Jaguar Land Rover, and Manchester City Football Club, and wrote a report analyzing their competitive and sustainability strategy

EXPERIENCE

YummyYummyTummy Games

Remote Work

Unity Game Programmer

2023 - Present

- Implemented core mechanics of Table Flip Simulator, a physics-based comedy & simulation game - including physics interaction, NPC AI behavior, and visual effects
- Identified and resolved critical bugs before and after release, enabling the game to run smoothly across PC and consoles
- Collaborated in daily scrums to align milestones and ensure the timely delivery of game features across a remote team

Apple Developer Academy @BINUS Bali

Bali, Indonesia

Learner, Coder

2025

- Collaborated in a multidisciplinary team to deliver solutions aligned with Apple's Human Interface Guidelines for a full-cycle app development from ideation to AppStore publishing
- Developed apps using SwiftUI and Core frameworks (e.g. ARKit, AVFoundation) and showcased them in a public exhibition
- Led a team of 8 to create a first-person horror game using Unity for macOS as a lead developer responsible for creating game mechanics that aligned with the story

PT Unimaksima Lentera Nusantara

Bandung, Indonesia

Unity Game Programmer

2023 - 2025

- Published 2 mobile games (Tuyul Mantul and Ghost Breaker) to the Google Play Store, reaching 5.000+ downloads combined
- Implemented Unity Analytics, PlayFab & Firebase to analyze players' behavior and manage in-game data
- Integrated In-App Purchase (IAP) and ads to both projects as a revenue source using Balancy, Unity Services, and Google AdMob

CERTIFICATIONS

IELTS Academic

Overall: 8.0 | Listening: 9.0 | Reading: 8.5 | Writing: 6.5 | Speaking: 7.0

IDP Bandung

2024 (valid until Sept. 2026)

Unity Certified Associate Artist

2D & 3D Design | Asset Management | Lighting | Unity UI | Level of Detail

Unity Technologies

2025

Agate Game Course in Unreal Engine - Environment Art

Game Environment Design | Visual Effects | Character Animation

Agate Academy

2024