

Timothy Hermawan, Senior Game Developer

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PROFILE

With over a decade of experience in game development, I specialize in Unity3D, creating immersive experiences that captivate players. My passion for innovation drives me to push the boundaries of game development. I am proficient in C# and Java.

timothyhermawan.com, upwork.com/fl/timothyhermawan, github.com/TimothyHermawan, linkedin.com/in/timothyhermawan

EDUCATION

Aug 2014 — Aug 2017

Instrumentations and Electronics, Diponegoro University

Semarang

Graduated Magna Cum Laude with **GPA 3.91**, got 1st rank as "Mahasiswa Berprestasi" (The most outstanding student) at the faculty level and 2nd rank at the university level.

SKILLS

C#	Android	Full Stack
Java	iOS	WebGL
Unity3D	Photon	Virtual Reality
MongoDB	Blockchain	SmartfoxServer

LANGUAGES

Bahasa	Native speaker	English	Highly proficient
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EMPLOYMENT HISTORY

Jan 2024 — Mar 2025

Solo Programmer, Project Manager, Artist QA,
Remote Gaming Server – Games and Dashboard (Confidential)

- Game Development & Optimization – Designed, developed, and optimized game systems, mechanics, networking, and backend architecture, ensuring high performance, scalability, and smooth gameplay. Maintained code quality through version control and best practices.
- Project Management & Coordination – Led project planning, tracking, and resource allocation while coordinating effectively between developers, artists, and stakeholders. Ensured smooth execution by managing timelines, priorities, and cross-functional collaboration.
- Art & UI Quality Assurance – Conducted in-depth quality checks on art assets, UI elements, animations, and effects to maintain consistency and visual integrity. Provided constructive feedback to artists and designers for improvements.
- Issue Resolution & Workflow Optimization – Identified and resolved technical and visual issues, managed risks proactively, and implemented streamlined workflows to enhance team efficiency, communication, and overall project success.

Sep 2021 — Dec 2023

Lead Game and Smart Contract Developer,
Slime Haven (PT. Nomina Digital Indonesia)

Jakarta

- Orchestrated the successful implementation of Unity3D, SmartfoxServer, and MongoDB as the tech stack for a full-stack programming project
- Led a 10 members cross-functional team to deliver exceptional results within the established timeline
- Build secure, gas-efficient NFT smart contracts using Solidity & OpenZeppelin while minting, burning, transferring, and doing on-chain activities
- Use Hardhat for local testing, contract deployment, and writing unit tests to secure contracts against vulnerabilities
- Sync NFTs and On-Chain activities with game logic and backend systems.

Jun 2023 — Oct 2023

Game Developer, Adapted Math (Math Academy)

Lynnwood

- Developed and optimized a math-focused runner game for children, seamlessly integrating Unity Ads and a subscription system
- Achieved a 25% increase in DAU and a 40% boost in IAP during the initial month

Oct 2020 — Sep 2021

Senior Programmer, Hands of Victory (Aftermath Interactive AB)

Sweden

- Developed and integrated tournament functionality with "Game TV" using Deeplink and Universal Link technology
- Revamped over 75% of the in-game User Interface resulting increased user retention

Nov 2019 — Sep 2020

Full-stack Game Developer, Darklin Wars (Sparrow Interactive)

Columbus

- Led the development of DarklinWars, an MMO-RTS game, as a full-stack developer, utilizing Unity3D and SmartfoxServer2X, resulting in a robust and scalable architecture that supported a concurrent player base of over 1.000 users
- Equipped the artist team with the tools to effortlessly create an intricate isometric map spanning 1000 square Unity Units, resulting in accelerated design timelines and enhanced artistic output

Aug 2018 — Aug 2019

Project Manager, Sukagames (Confidential)

- Executed the role of project manager and front-end developer, for real-money gambling game
- Created in close partnership with a proficient back-end programmer to implement custom server-side logic, resulting in enhanced gameplay and generating a 30% increase in user retention

Jan 2017 — Feb 2018

Front-end Developer, AmazeBowl (Protovate - Offworld Laboratories)

- Innovated the "Amaze Bowl" game by developing a captivating "Carnival" scene with the other 9 people
- Transformed front-end programming expertise to enhance the existing API and deliver an immersive experience exclusively for Oculus Rift VR device users

Jan 2015 — Aug 2015

Quality Assurance and Level Designer, Throne Defender (Y8.com)

- Collaborated with cross-functional teams to develop innovative level designs in a fast-paced monthly game provider
- Detected and resolved critical issues in Y8.com published games through rigorous Quality Assurance testing