BARA NUR IMADUDDIN

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PERSONAL SUMMARY

- Undergraduate Computer Science student with a strong passion for technological innovation
- Currently taking a master degree for Informatics at President University
- Experienced in developing using various programming languages and frameworks
- Able to work collaboratively in team environment and manage tasks effectively
- Skilled at communicating technical concepts clearly to diverse audiences
- Eager to gain real-world experience and contribute to impactful digital solutions across IT field

EDUCATION

PRESIDENT UNIVERSITY — Cikarang, West Java

Candidate for Bachelor of Informatics — Sep 2023 - Present

- Currently in 9th Semester with expected graduation at December 2026
- Cumulative GPA: 3.88 / 4.00

Candidate for Bachelor of Informatics — Sep 2026 - Present

- Currently in 1st Semester with expected graduation at 2027

SMAIT GEMA NURANI — Bekasi, West Java

High School Diploma — Jul 2020 - Jun 2023

AREA OF EXPERTISE

- **Soft Skills**: Public Speaking, Team Leadership, Project Management, Teaching/Coaching
- **Programming Languages**: Java, HTML, CSS, JavaScript, PHP, C++, C#, Python
- **Frameworks & Technologies**: ASP.NET MVC, Hangfire, Unity Engine, Blender, Android Studio, Tailwind CSS, Laravel
- **Databases**: **SQL Server**, MongoDB, SQLite, Firebase Firestore, MySQL, Neon Database
- **Developer Tools**: Git & GitHub, Docker, Postman, SSMS, XAMPP, Oculus SDK
- **Digital Tools**: Microsoft Office, Google Workspace, Power Automate, Notion, Jira

WORK EXPERIENCE

PT Mattel Indonesia — Sep 2025 - Sep 2026

Software Developer

- Built a web application using ASP.NET MVC with SQL Server database and Hangfire for background job processing.
- Managed database using SSMS, including writing stored procedures for business logic.
- Automated email notification system using SMTP and Microsoft Power Automate.
- Generated automated reports in Excel format.

PT Ngontenin Digital Indonesia — Sep 2025 - Mar 2026

Backend Developer

- Developed RESTful APIs using PHP (Laravel framework).
- Designed and structured database schema/tables based on business requirements.
- Tested and documented APIs using Postman.

- Used Docker for the local development environment.
- Managed tasks and sprints using Jira.

PROJECT EXPERIENCE

Lilo bookstore — Course Project

Developer - Web-Based Bookstore System — May 2024

- Developed a bookstore web application with full CRUD functionalities.
- Designed relational MySQL database schema and implemented user, admin, and book entities.
- Enabled user registration, login, book browsing, cart system, and transactional purchase workflow.
- Created admin dashboard for managing books, categories, customers, and transactions.
- The project included backend authentication and admin privileges to secure data access.

Moviepedia — Course Project

Front-End Developer - Responsive Film Information Website — Feb 2024

- Built a responsive multi-page movie website using pure HTML and CSS.
- Designed and implemented key pages: Login, Dashboard, Movie Details, About Us.
- Structured and styled dynamic content areas for genres, cast, directors, and watchlist features.
- Ensured layout responsiveness and consistent user experience across devices.

Enroll — Course Project

Mobile App Developer - Student Enrollment App — Jun 2024

- Built a mobile enrollment app using Java and Android Studio with Firebase Firestore as backend database.
- Implemented user authentication with login and registration.
- Integrated real-time database interactions using Firebase for data creation, retrieval, and storage.

Loli’s Cafe — Course Project

Developer - Café Menu Management App — May 2024

- Developed a desktop-based café management system with CRUD functionality for menu items.
- Implemented user login and registration system with data encapsulation and access control to admin.
- Applied object-oriented principles including encapsulation, inheritance, and polymorphism.
- Designed intuitive, joyful UI for managing coffee shop menus including add/edit/delete items.

NGOPSKUY — Course Project

Developer - Coffee Ordering App(Java) — Jan 2025

- Developed a native Android app for ordering customizable or menu-based coffee
- Integrated camera feature to capture and display user's profile photo
- Enabled custom coffee orders (coffee strength level, sugar level, and milk) and predefined menu options
- Triggered phone vibration as haptic feedback upon successful payment
- Built UI with XML and implemented logic with Java in Android Studio

Raturu: Home Fever — GimJam2025

Project Leader & Programmer — Feb 2025

- Led a team to design and develop a complete game under a strict 48-hour deadline during a Game Jam event.
- Successfully delivered a polished game on time, which received a "**Favorite Game**" nomination based on participant votes.
- Managed task delegation, coordinated the development workflow, and ensured effective team collaboration.
- Programmed core gameplay mechanics and features using Unity and C#.

COMPSPHERE Cikarang, West Java

Tech Exhibition Team – Project Presenter Feb 2024 - Nov 2024

- Engaged over 100 attendees, boosting brand visibility and interest.
- Presented an IoT-based automatic pet feeding system controlled via a web interface on smartphones and computers.
- Communicated complex technical concepts effectively to both technical and non-technical audiences.
- Strengthened public speaking and technical presentation skills in a live, interactive setting.

Press The Beat GarenaGameJam2025

Level Designer - Rhythm Platformer Action Game Jan 2025

- Designed rhythm-based platformer levels during a 72-hour game jam.
- Synced obstacles and jumps with the music beat.
- Created engaging stage layouts to match pacing and rhythm.
- Collaborated with programmers and sound designers.

VR-Working Instruction PT Mattel Indonesia

Developer - Mechanical Repair Interaction May 2025

- Developed VR interactions simulating mechanical repair tasks in an industrial setting
- Implemented mechanics for hammering, tightening bolts, and replacing broken conveyor belts
- Built using Unity and Oculus SDK
- Developed as part of a team VR simulation project

NO ALIENS !!! Independent Game Development Project

Solo-developed 2D Space Shooter Feb 2025

- Designed and programmed a 2D vertical scrolling space shooter where the player controls a spaceship to defend Earth from alien invaders
- Implemented core mechanics including player shooting, enemy spawning from the top of the screen, collision detection, and score tracking
- Balanced enemy spawn rate and movement patterns to increase difficulty over time
- Built using Unity, with pixel-art style assets

SLIME HUNTER Independent Game Development Project

Solo-developed 2D Side-Scroller Action RPG Feb 2025

- Created a 2D top-down RPG featuring quest system, enemy battles, and boss fights
- Designed player progression with XP and level-up mechanics
- Implemented interactive NPCs, quest tracking, and dialogue system
- Created unique boss battles with custom music and attack patterns
- Built immersive world with pixel-art assets and smooth directional movement
- Built using Unity, with pixel-art style assets

RUNBLOCX Independent Game Development Project

Solo-developed 3D Side-Scroller Endless Runner Game Feb 2025

- Built a side-scrolling runner game with jumping mechanics and score tracking
- Designed dynamic obstacles and increasing difficulty over time
- Created 3D assets, animations, and responsive player controls

ORGANIZATIONAL EXPERIENCE

Buzzy Wizzy Studio Cikarang, West Java

Vice Manager of Junior Developer Feb 2025 - May 2025

- Oversees junior developers, providing guidance and technical support throughout development cycles

- Assists in project planning and ensures timely completion of development tasks
- Collaborates with senior developers and designers for game projects and feature alignment
- Facilitates weekly check-ins and mentorship sessions to help junior developers grow their skills
- Coordinates task distribution, ensures code quality, and supports team in resolving blockers

Buzzy Wizzy Studio Cikarang, West Java
Lead of Game Development Jan 2025 - Feb 2025

- Led the game development team in planning, designing, and building game prototypes using Unity
- Oversaw daily workflow and maintained development schedule for smooth execution
- Managed task tracking, version control (e.g. Git), and debugging processes to maintain game quality
- Presented project progress to stakeholders and implemented feedback for continuous improvement