



Hi, i am

Ade Ari Azhari

Unity Programmer (5 Years)

Roblox Programmer (1 Year)



adeariazhari



+62 821 9510 2887

Project Ginvo with RIVRS

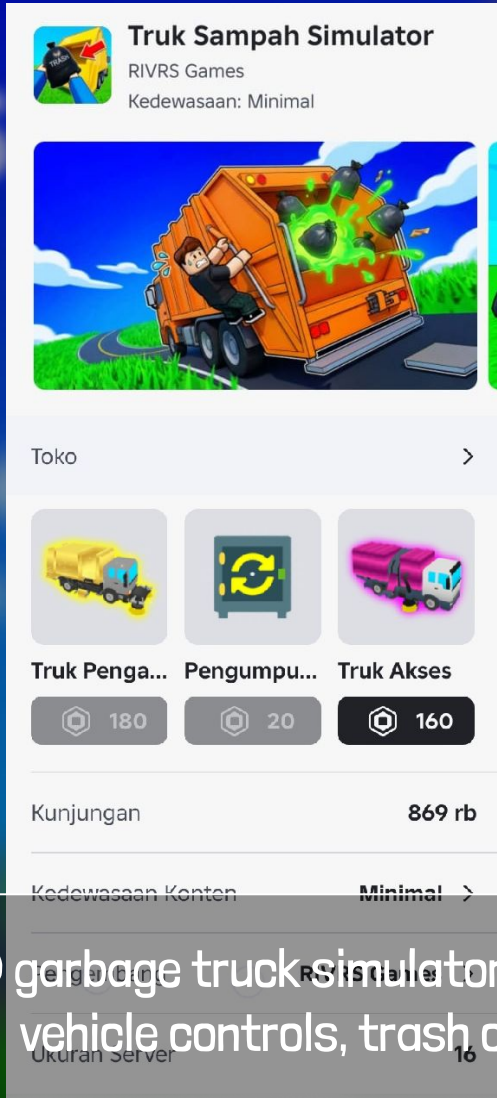
Garbage Truck Simulator, Evil Cult Incremental



Project Ginvo with RIVRS

Garbage Truck Simulator (2026)

Role: Programmer

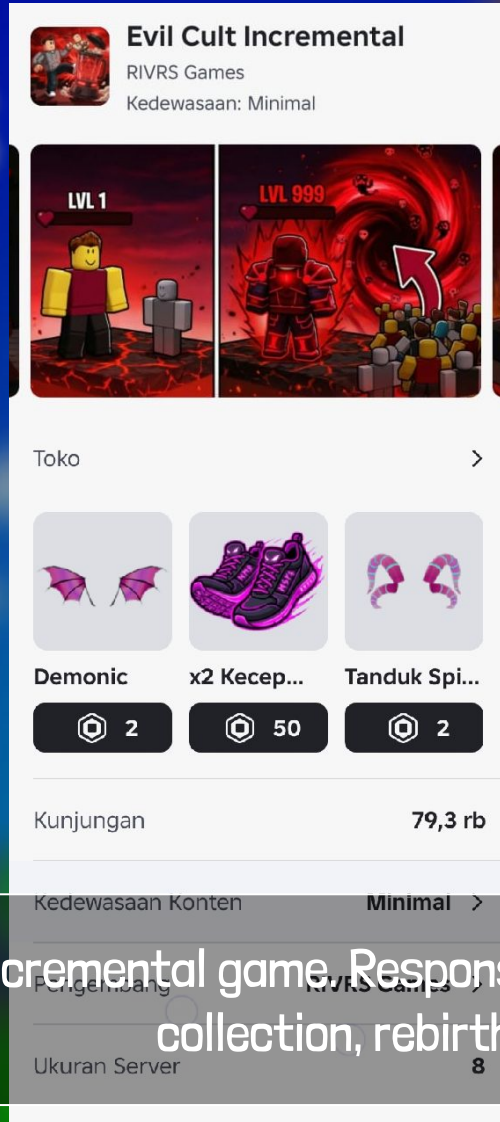


Developed a 3D garbage truck simulator game. Responsible for implementing core gameplay systems, including vehicle controls, trash collection mechanics, and additional gameplay features.

Project Ginvo with RIVRS

Evil Cult Incremental (2026)

Role: Programmer



Developed a 3D incremental game. Responsible for designing and implementing key gameplay systems such as soul collection, rebirth progression, and various supporting features.

Project Niji Games with HOMA

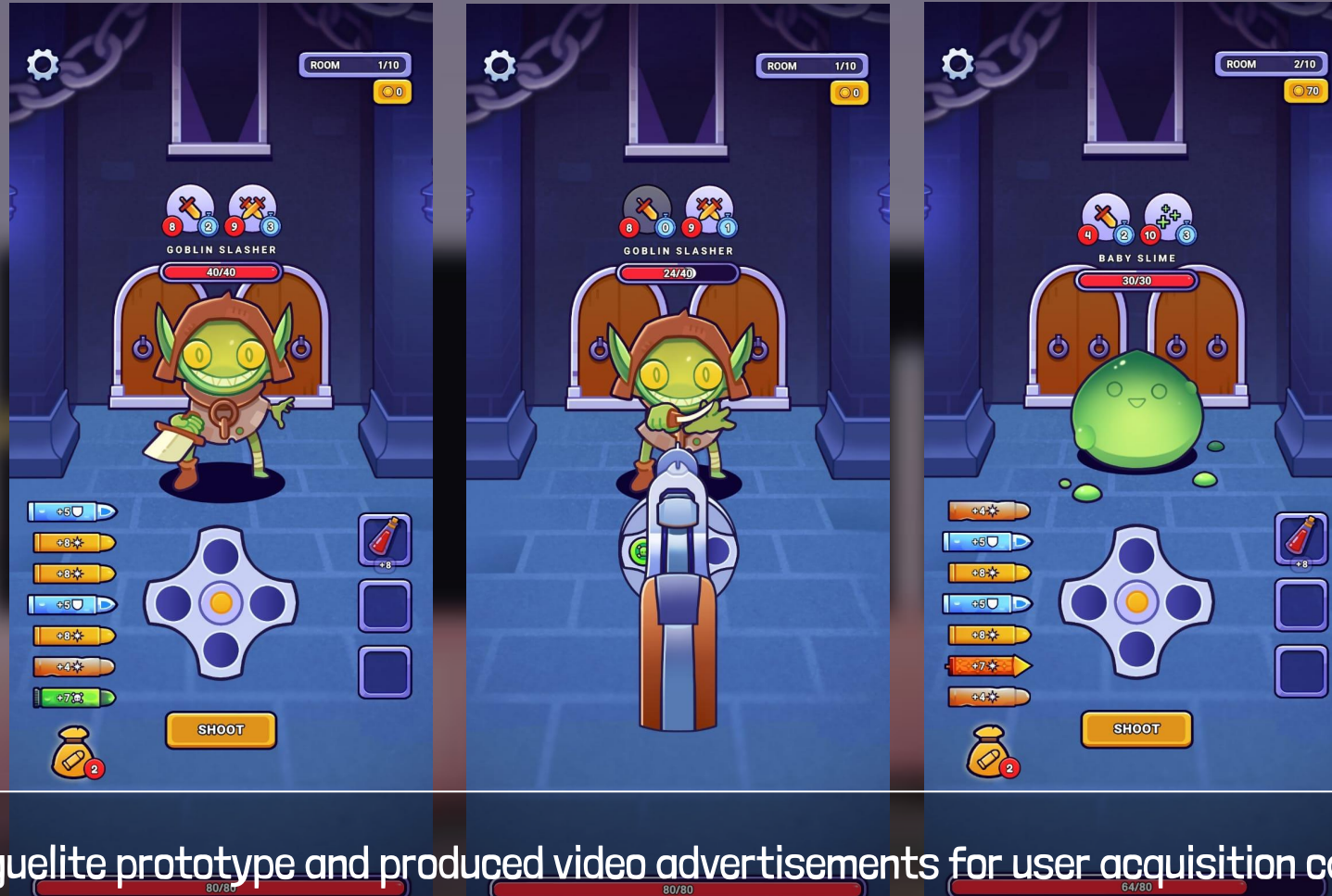
Shoot and Loot, Kingdom Dice Defense,
Spell Master: Backpack Battles



Project Niji Games with HOMA

Shoot and Loot (Prototype and Ads)
(2026)

Role: Programmer



Created a 2D FPS roguelite prototype and produced video advertisements for user acquisition campaigns. Responsible for core gameplay development and ad creative production, successfully achieving a CPI (Cost Per Install) below \$1.00.

Project Niji Games with HOMA

Kingdom Dice Defense (Prototype and Ads)
(2026)

Role: Programmer

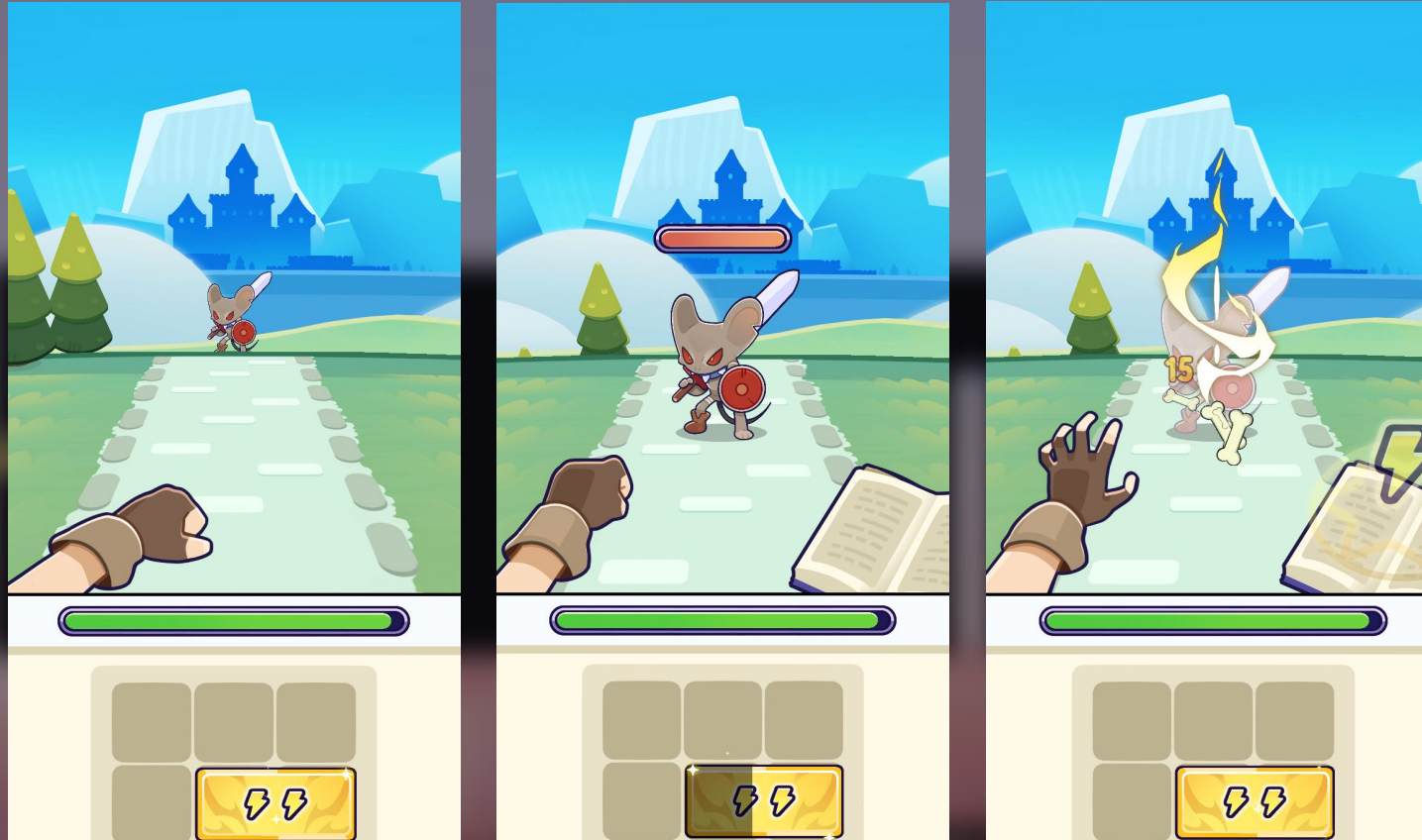


Created a 2D turn-based dice strategy prototype and produced video ads for marketing campaigns. Responsible for gameplay implementation and ad creative development, resulting in a CPI of \$2.00 during the testing phase.

Project Niji Games with HOMA

Spell Master: Backpack Battles (Prototype and Ads)
(2026)

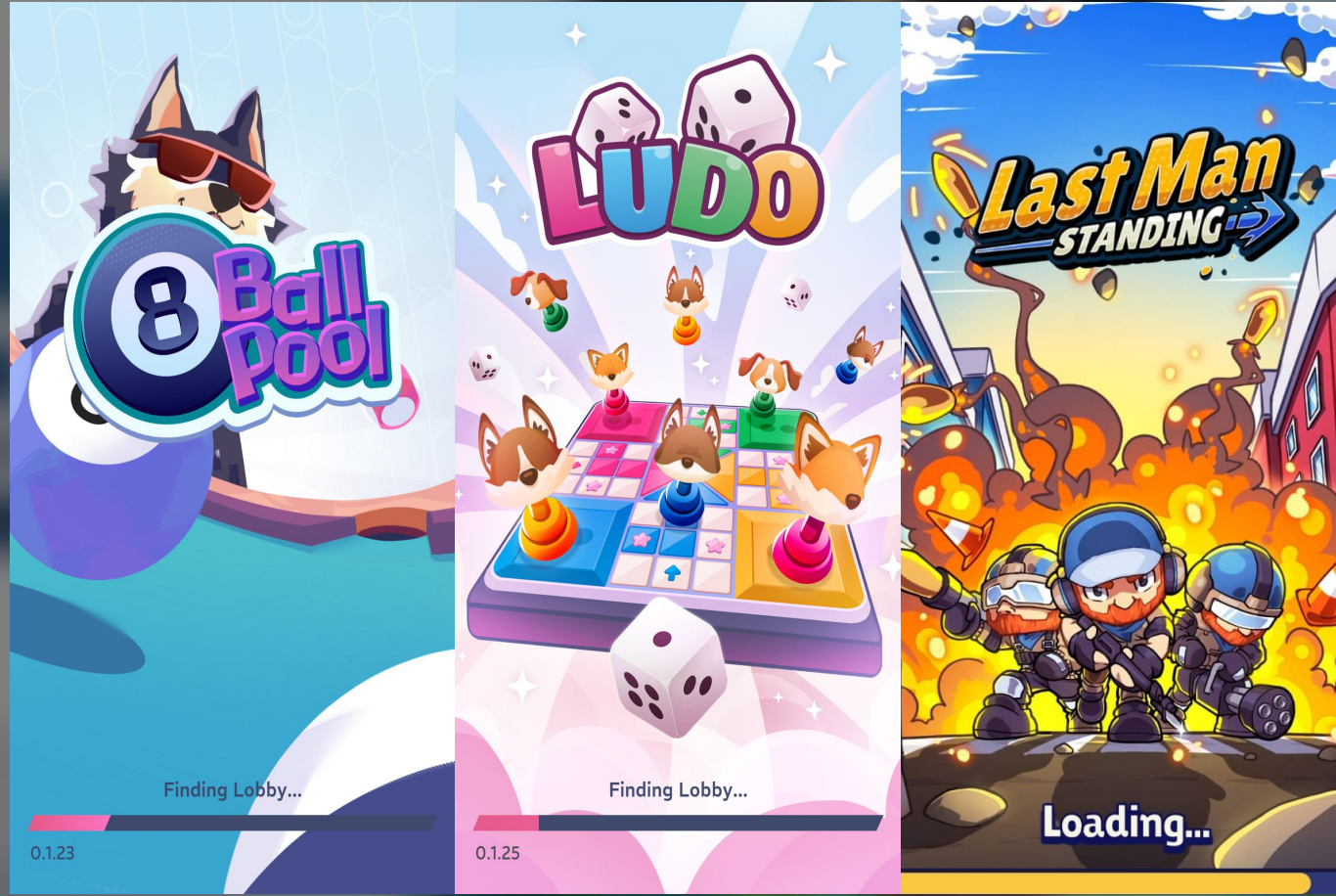
Role: Programmer



Created a 2D backpack battle prototype and produced video advertisements for performance marketing campaigns. Responsible for core game development and ad creative optimization, achieving a CPI of \$1.20.

B2B Project Ginvo with Agate

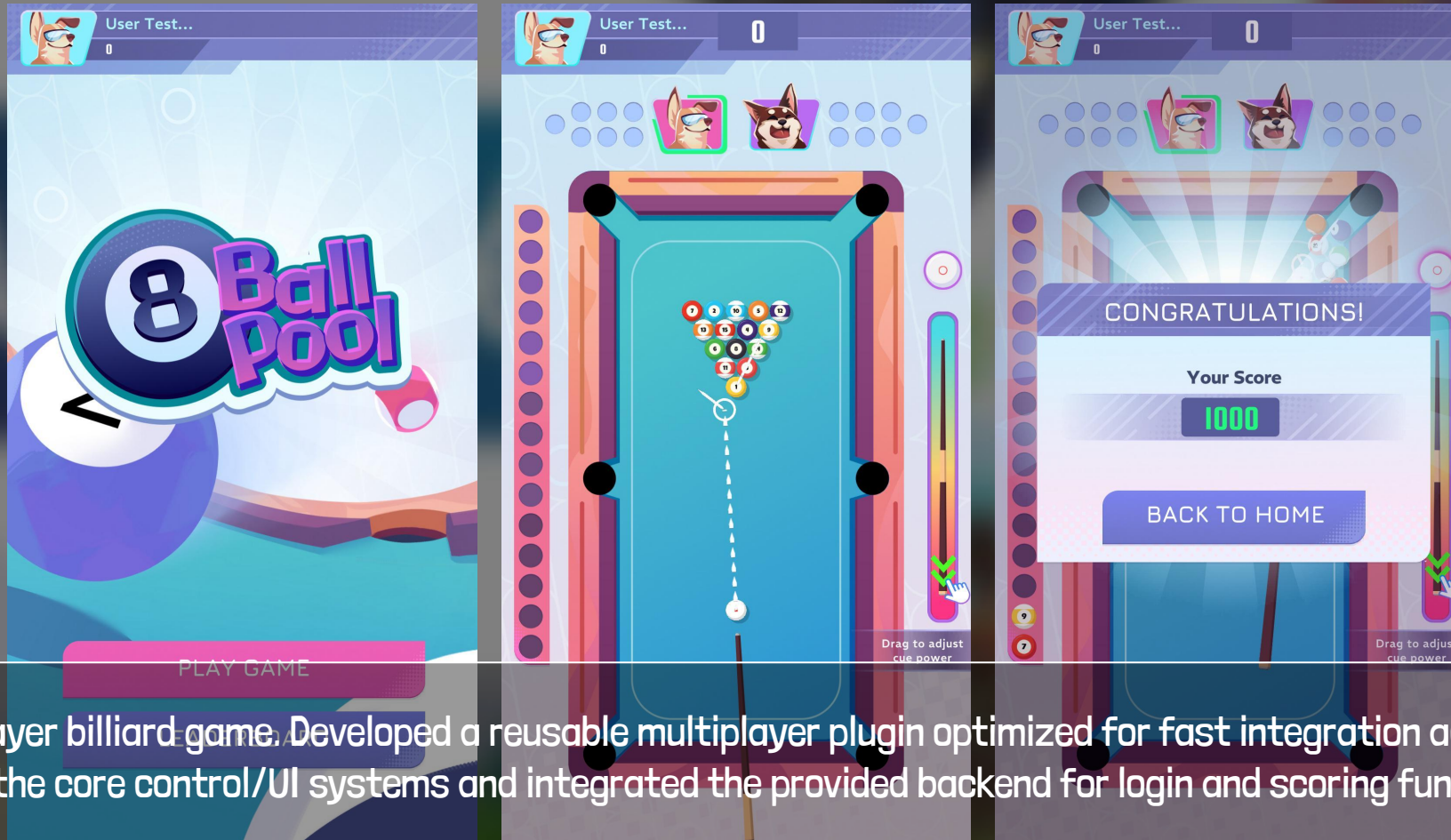
8 Pool Multiplayer Web3, Ludo Multiplayer
Web3, Last Man Standing



B2B Project Ginvo with Agate

8 Pool Multiplayer Web3 (2025)

Role: Programmer

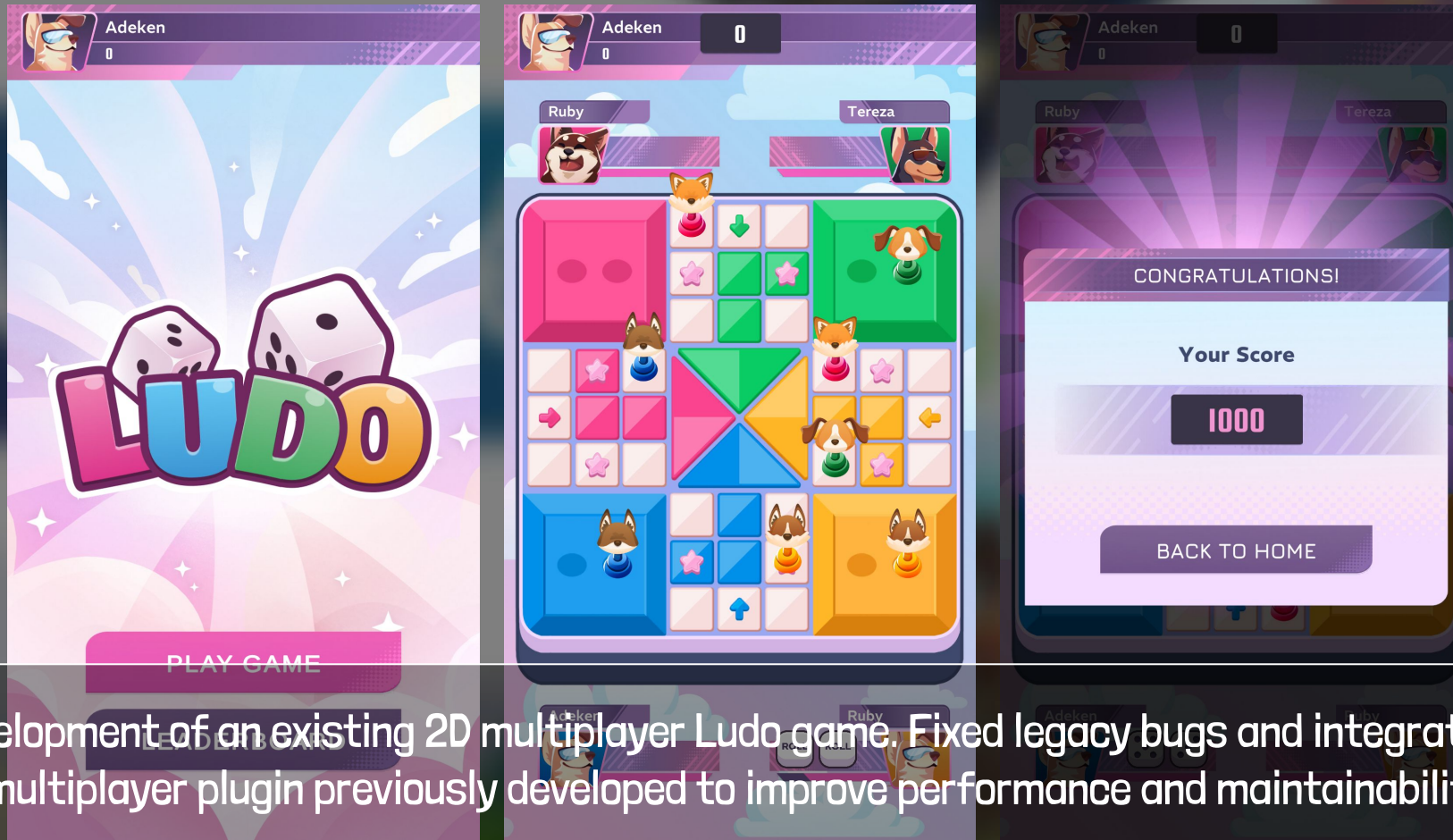


Built a 3D multiplayer billiard game. Developed a reusable multiplayer plugin optimized for fast integration across projects. Also handled the core control/UI systems and integrated the provided backend for login and scoring functionality.

B2B Project Ginvo with Agate

Ludo Multiplayer Web3 (2025)

Role: Programmer

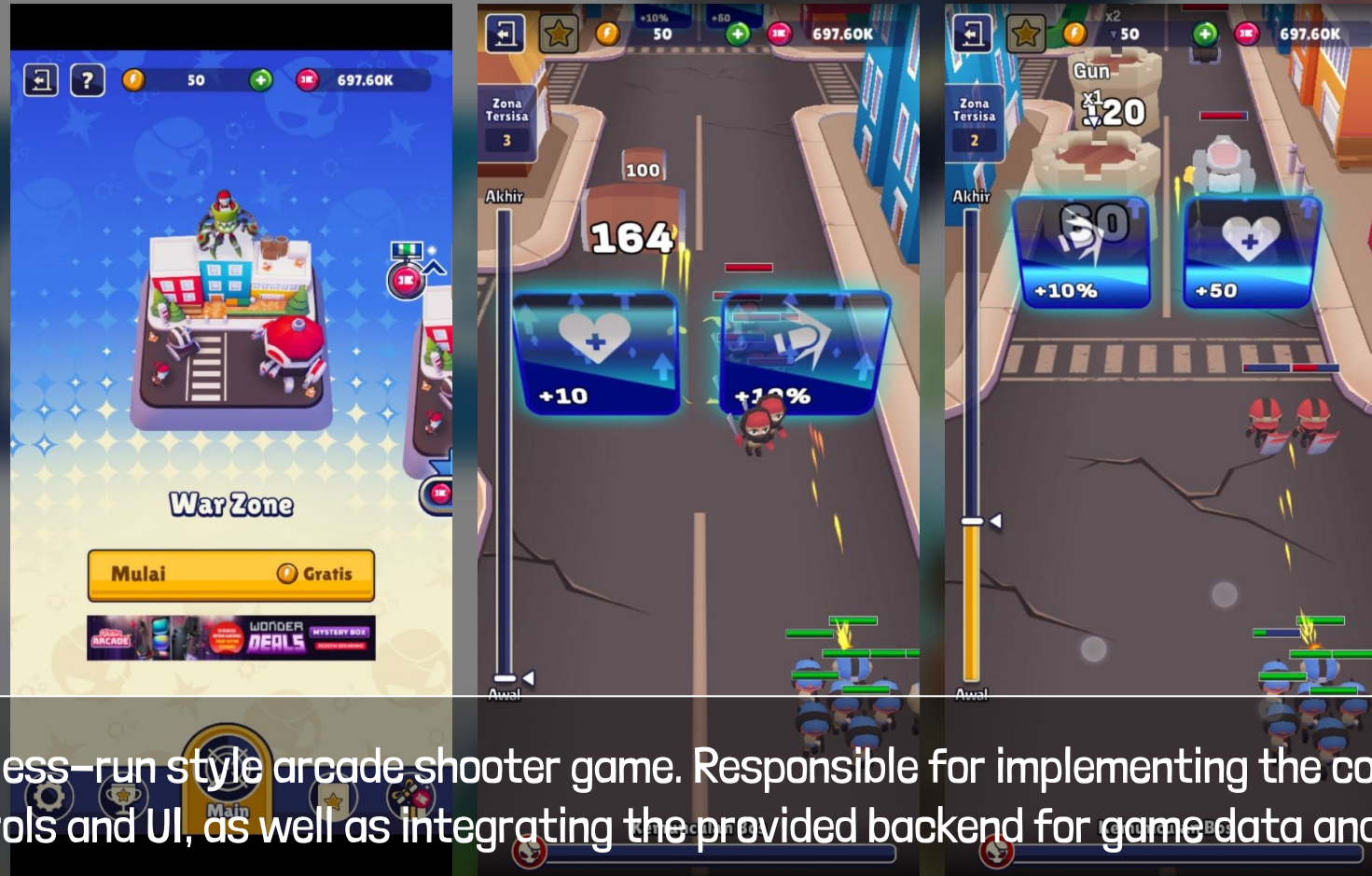


Continued development of an existing 2D multiplayer Ludo game. Fixed legacy bugs and integrated the reusable multiplayer plugin previously developed to improve performance and maintainability.

B2B Project Ginvo with Agate

Last Man Standing Play In Vidio App
(2024)

Role: Programmer



Developed a 3D endless-run style arcade shooter game. Responsible for implementing the core systems including player controls and UI, as well as integrating the provided backend for game data and progression.

Project with Ginvo Studio

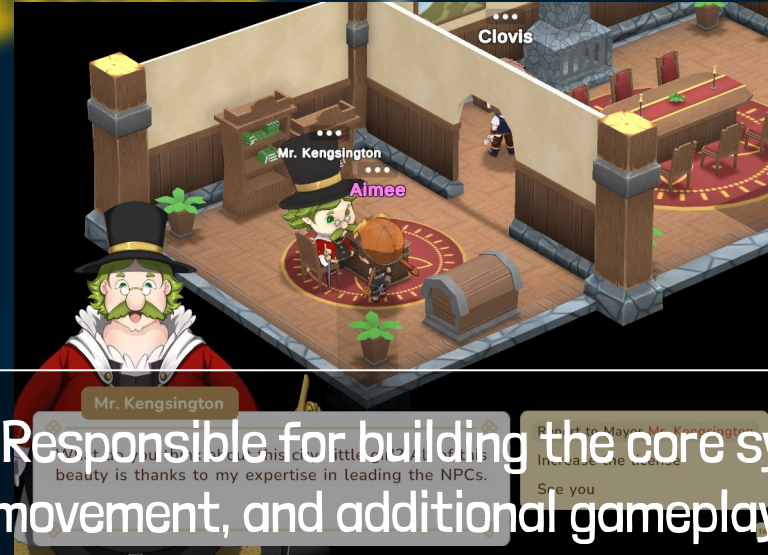
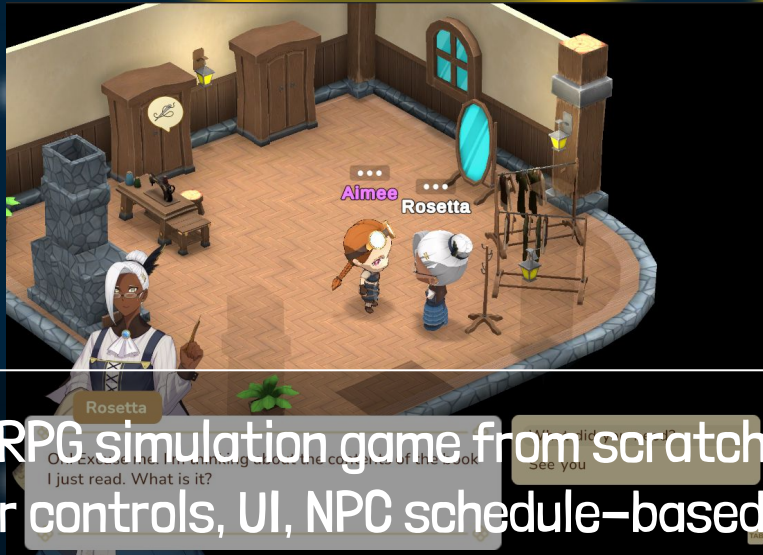
Rpg Simulator, Multiplayer NFT Shooter,
Multiplayer NFT Penguin



Project with Ginvo Studio

Rpg Simulator (2022–2023)

Role: Programmer

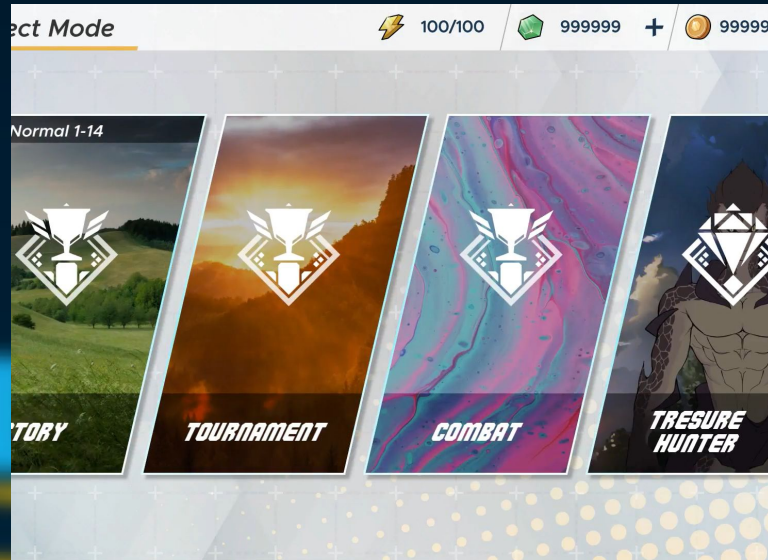


Developed a 3D RPG simulation game from scratch. Responsible for building the core systems including player controls, UI, NPC schedule-based movement, and additional gameplay logic.

Project with Ginvo Studio

Multiplayer NFT Shooter (2022)

Role: Programmer

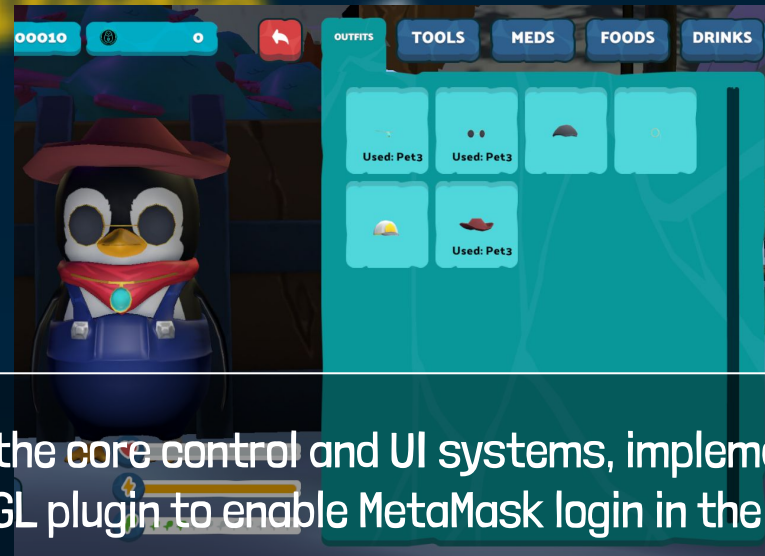
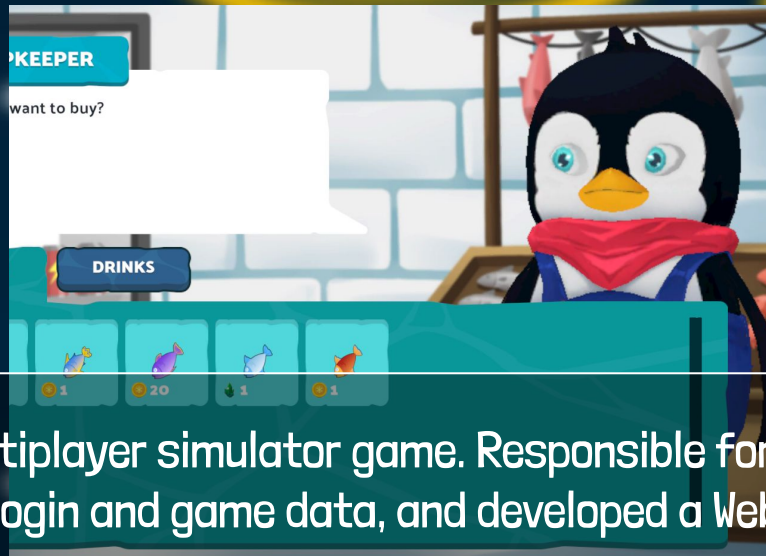


Developed a 3D multiplayer shooter game. Focused on building the core battle system including shooting mechanics, player health, and synchronization logic.

Project with Ginvo Studio

Multiplayer NFT Penguin (2024)

Role: Programmer



Created a 3D multiplayer simulator game. Responsible for the core control and UI systems, implemented the provided backend for login and game data, and developed a WebGL plugin to enable MetaMask login in the browser build.

Competition Project

Last Klepon, JemaTika

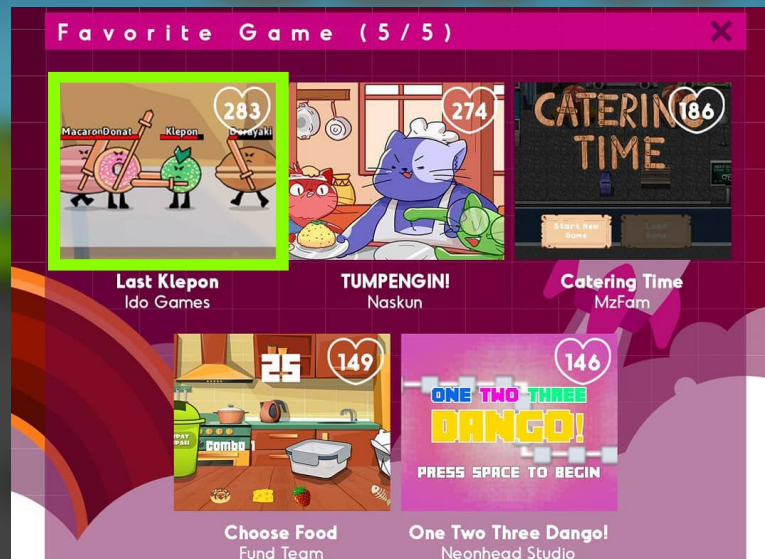
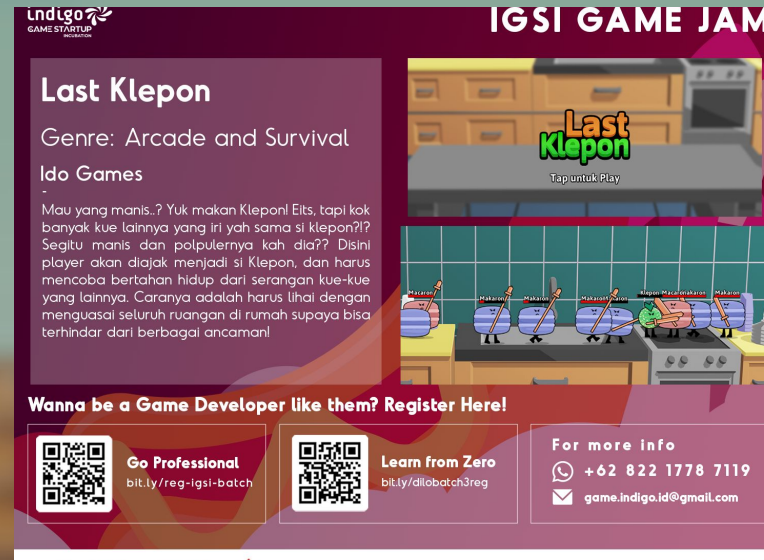


Competition Project

Last Klepon (2020)

Role: Programmer, 2d Artist

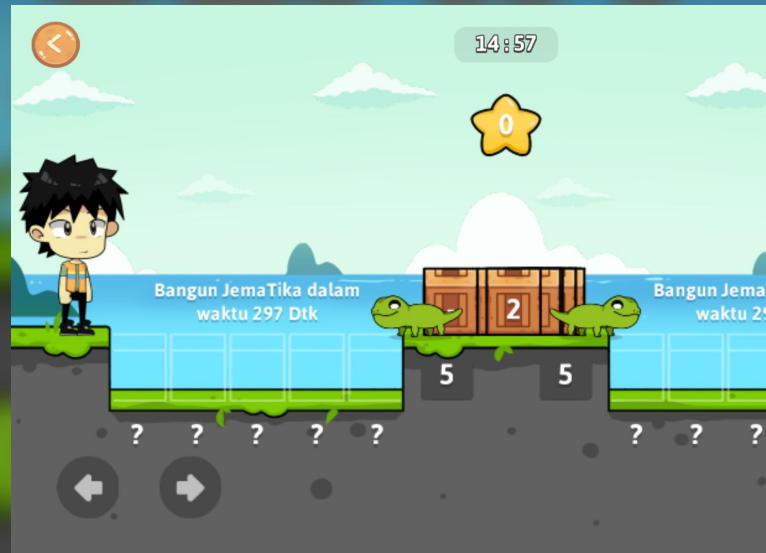
Team: Ade Ari Azhari, Edi Santoso
(3d Artist)



Competition Project

JemaTika (2021)

Role: Programmer, 2d
Artist



Personal Project



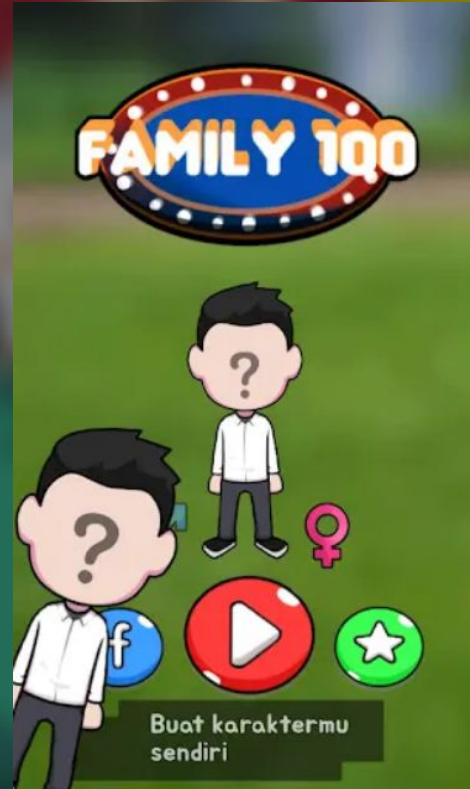
Personal Project

Main Family 100 (2019–2023)

Role: Programmer

Download: 500k+

Removed by google



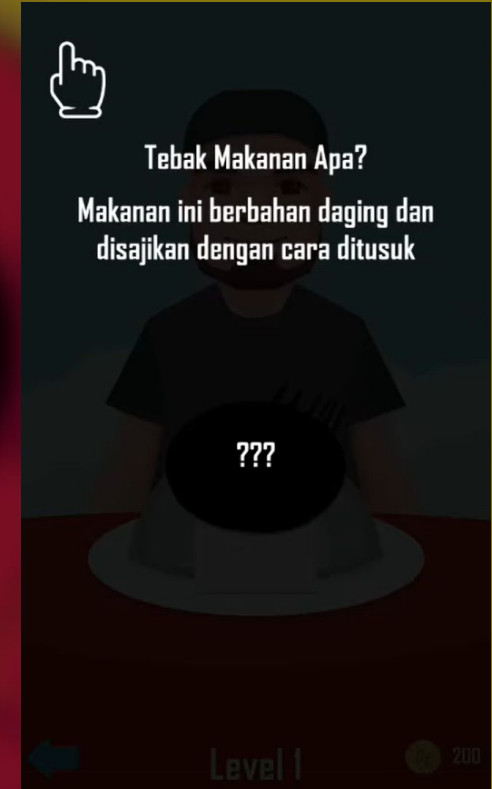
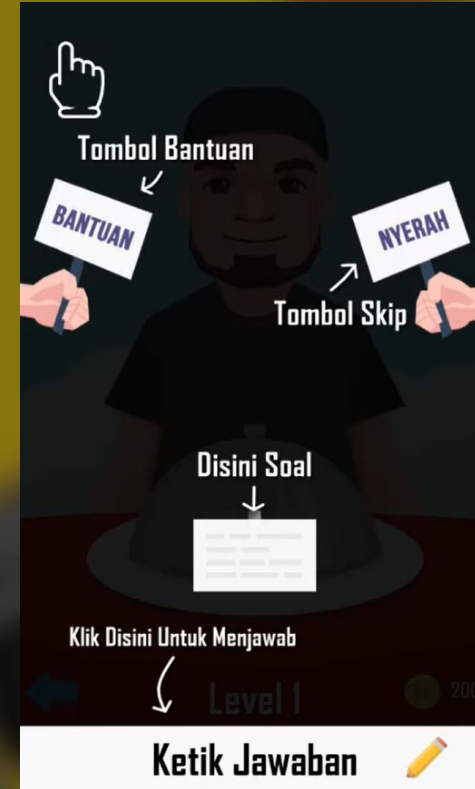
Personal Project

Kuis Tebak Makanan (2020–2021)

Role: Programmer

Download: 100+

Removed by google



Personal Project

Pacarku dari isekai (2020–2023)

Role: Programmer

Download: 5k+

Removed by google



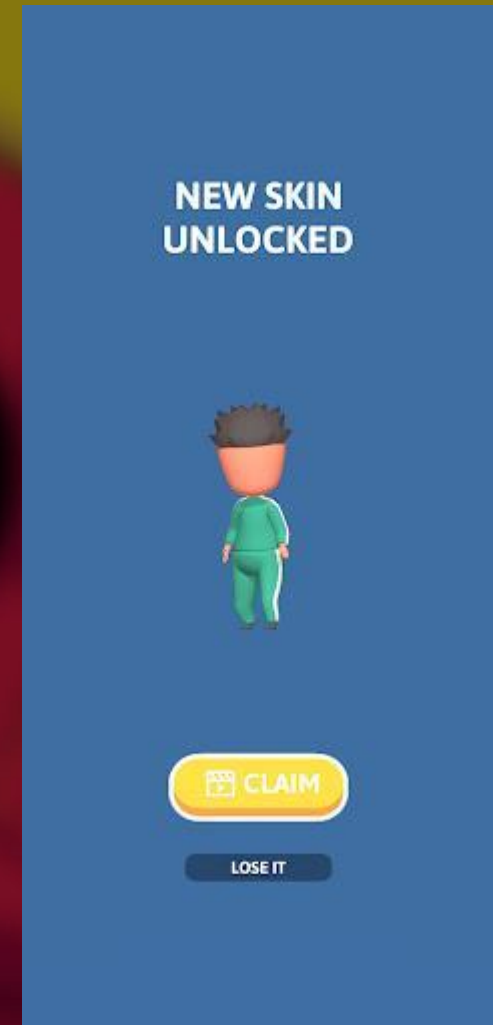
Personal Project

Squid survival quiz (2021–2022)

Role: Programmer

Download: 1k+

Removed by google

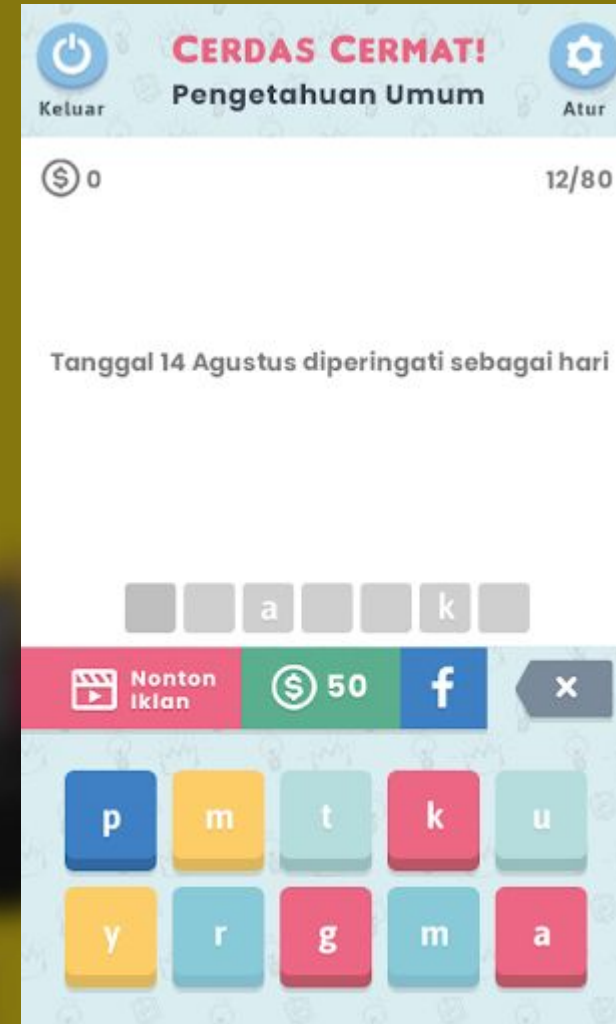


Personal Project

Cerdas cermat: umum (2021)

Role: Programmer

Download: 10k+



Personal Project

Ask Nou AR Markerless Virtual Tour
Guide (2023)

Role: Unity Programmer, Web
Programmer (frontend dan backend)

Video Link:

<https://s.id/asknou-video-onplace>

<https://s.id/asknou-video-move>

