



Ade Ari Azhari

Unity Programmer & Roblox Programmer

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SUMMARY

Game Developer with experience in developing 2D and 3D games across PC, mobile, VR, and WebGL platforms, Also Roblox. Skilled in Unity, C#, multiplayer systems, and Web3 integration. Proven ability to handle end-to-end development, from core gameplay systems to backend integration.

EXPERIENCE

Roblox Programmer

10/2025 - Present

Rivrs ↗

- Garbage Truck Simulator

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

- Evil Cult Incremental

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

- My Wood Farm

Developed a 3D farming simulation game. Responsible for implementing core gameplay systems, including planting and harvesting mechanics, inventory management, tool upgrades, and various supporting gameplay features.

Unity Programmer

12/2021 - Present

Ginvo Studio ↗

- RPG NPC Simulator (PC)

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.

- VR Hospital Simulator (VR)

Created a 3D VR simulation game focused on IV (infusion) procedures. Designed and implemented the entire infusion system from the ground up, including physics interactions and VR hand integration.

- 3D Multiplayer NFT Shooter (Android)

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

- 3D Multiplayer NFT Penguin (Web3 Metamask)

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.

- Sui Monster Collector

Developed a backend API using Go (Golang) and created a custom plugin to integrate the Go server with Unity. Responsible for designing the server-side architecture and ensuring seamless communication between the backend services and the game client.

Unity Programmer

11/2025 - 02/2026

Niji Games ↗

- Shoot and Loot

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.

- Kingdom Dice Defense

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.

- Spell Master: Backpack Battles

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

Unity Programmer

10/2024 - 02/2025

Agate ↗

- 3D Multiplayer Billiard (Web3 Telegram)

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.

- 2D Multiplayer Ludo (Web3 Telegram)

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.

Unity Programmer

06/2024 - 09/2024

Agate ↗

- 3D Arcade Shooter (Webgl)

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.

EDUCATION

Universitas Negeri Gorontalo - Teknik Informatika

2019 - 2025

SMA NEGERI 1 MOUTONG

2014 - 2017

CERTIFICATES

Membuat Game Mobile Edukasi (MAME) Tahun 2021 untuk kategori Game Edukasi ↗
"JemaTika"

09/2021

Finalist in the Educational Game category for the mobile application titled "Jematika" – an educational game.

Organized by the Center for Multimedia Development for Education and Culture, under the Ministry of Education, Culture, Research, and Technology of Indonesia.

Most Favorite Game in the Indigo Game Startup Incubation's Game Jam Roadshow "Last
Klepon"

2020

Awarded Most Favorite Game during the Indigo Game Jam Roadshow for a collaborative game project developed with a teammate in a limited-time game development challenge.

SKILLS

Roblox Programmer	Intermediate	Game Maker Programmer	Intermediate
Unity Programmer	Advanced	Web Programming	Basic