

Muhammad Arfan Maulana

maulanamarfan090@gmail.com • 425-625-1858 • www.linkedin.com/in/arfanmaulana

EDUCATION

Bachelor of Science, Computer Science

Sep. 2020–Expected May. 2023

College of Science and Engineering,
University of Minnesota-Twin Cities, Minneapolis, MN
GPA: 3.88

Bit Project Unity Bootcamp

Jan 2021 – Mar 2021

Virtually Held Online

Associates in Science

Sep. 2018 – Jun. 2020

Edmonds College, Lynnwood, WA
GPA: 3.85

TECHNICAL SKILLS

Languages: C, Java, Python, C#, OCaml
Software: Microsoft Office, VS Code, Eclipse IDE, Unity
Development Environments: Windows, Linux

PROJECTS

[Ongoing Unity Game Project](#) | *C#*

Jan. 2021 – Present

- Working on a 3D game project in Unity, programmed through the use of C# scripting.
- Added custom scripts to enable a realistic simulation of physics to use as the core of its gameplay.
- Took assets and modified/added scripts and attributes to fit them into the requirements of the game's design.
- Learned C# fundamentals to interact with Unity through the manipulation of Unity's classes/components through scripting.

[Developed a modifiable turn-based game in Java](#) | *Java*

Dec. 2019

- Produced a turn-based battle game written in Java to be run through a terminal/console.
- Wrote the code to be modular, allowing the addition of new content without extensive modification of existing code.
- Learned the features, intricacies and limitations of Java in order to achieve this modular game system without excessive complexity.

Computer Building Service

Sep. 2017– Jun. 2018

- Provided a free service to build fully custom desktop computers for customers that meet their requirements, including computing power and budgets. No two computers built were the same.
- Done in collaboration with a partner. I was responsible for communicating with the customers to determine the most suitable parts to install to the PC, while my partner responsible for marketing by searching for potential customers. Partner and I built the computers together.
- Learned how to effectively communicate with client and served five in total, all of whom were very satisfied with the final product.

EXTRACURRICULARS

EDCC Video Game Development Club

Sep. 2019– Jun. 2020

- Worked with a team of programmers and designers to develop a dungeon-crawling game in Unreal Engine.
- Took the role of the lead artist of the team, producing the concept artwork based on the requested designs from by the designers of the game.
- Learned how to effectively communicate with co-workers, understanding their requirements, and improving the designs through constructive criticisms.

CERTIFICATIONS

LinkedIn

- Java Assessment Badge May 2020
- C (Programming Language) Assessment Badge 2021 Apr. 2021