

# PORTOFOLIO

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## BULLET HELL JAM | SLAFURRY STUDIOS | DIRECTIVE

Technical Designer | Project Lead | Game Programmer

Directive is a top down 2D bullet hell shooter developed for Bullet Hell Jam. Creating a simple but engaging gameplay with massive optimization using sprite atlas and object pooling

My primary responsibilities in this project include:

- Lead teams of 4 programmer to work in parallel
- Optimize bullet by using Boxcast2D for better performance
- Implement sprite atlas to reduce draw calls
- Implement controller based AI that divides action and brain class



Demo: <https://youtu.be/FFWvz2SXUBI>

Download: <https://lordzaini.itch.io/directive>

Github: <https://github.com/muhammadzaini213/Directive>



Demo: <https://www.youtube.com/watch?v=NlnhfBNI0qo&t=6s>

Link Download: <https://lordzaini.itch.io/omni-gear-protocol>

Github: <https://github.com/muhammadzaini213/Omni-Gear-Protocol>

## GAMEDEV.JS JAM | SLAFURRY STUDIOS | OMNI GEAR PROTOCOL

Technical Designer | Project Lead | Game Programmer

Omni-Gear Protocol is a complex puzzle games based on sacrificing player mobility in order to solve puzzles. Build for Gamedev.js Jam. This game is open-sourced and had proper documentation.

My primary focus in this project was:

- Build an intuitive documentation for level designer
- Prioritize scalable puzzle systems even in game jam constraint
- Review pull requests and gives feedback to the team in github
- Lead a multinational team of three countries
- Reporting a progress & testing video to the team

## SOLAR SIEGE

Unity Programmer | Project Manager

Solar Siege is a top down space combat game developed for the Planet Game Jam, where players control Earth Prime, a weaponized planet defending the solar system from alien invaders.

My role focused on:

- Core gameplay and combat design
- Player mechanics and shooting systems
- Enemy AI and modular combat systems
- Environmental interactions and gameplay hazards
- Supporting parallel development during the game jam



Link Download: <https://lordzaini.itch.io/solar-siege>

Github: <https://github.com/muhammadzaini213/Solar-Siege>

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