

CONTACT

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ABOUT ME

Passionate Game Programmer and Systems Architect with a focus on building scalable, modular, and high-performance gameplay frameworks. Experienced in leading multinational teams of up to 10 members, prioritizing efficient workflows, and clean 'plug-and-play' codebases. I thrive in high-pressure environments (Game Jams), specializing in AI development, core system optimization (from 15 to 60 FPS), and technical documentation. My mission is to build complex games through smart design, not just hard labor.

DEVELOPMENT EXPERIENCE

BULLET HELL JAM | SLAFURRY STUDIOS | DIRECTIVE

Mei 2026

Technical Designer | Project Lead | Game Programmer

- Lead teams of 4 programmer to work in parallel
- Optimize bullet by using Boxcast2D for better performance
- Implement sprite atlas to reduce draw calls
- Design the architecture of the system
- Optimizing the game logic from 15 FPS back to 60 FPS
- Implement controller based AI that divides action and brain class
- Mentored new programmers to adapt in collaboration environment

GAMEDEV.JS JAM | SLAFURRY STUDIOS | OMNI GEAR PROTOCOL

April 2026

Technical Designer | Project Lead | Game Programmer

- Build an intuitive documentation for level designer
- Prioritize scalable puzzle systems even in gamejam 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

PLANET GAME JAM - SOLAR SIEGE

February 2026

Game Programmer | Technical Designer

- Core gameplay and combat design
- Player mechanics and shooting systems
- Enemy AI and modular combat systems
- Supporting parallel development during the game jam
- Build an intuitive documentation for level designers

EDUCATION

KALIMANTAN INSTITUTE OF TECHNOLOGY (ITK)

2024-2028

Bachelor in ComputerScience

- GPA: 3.72

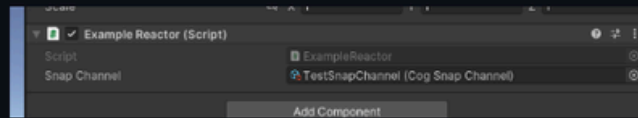
Technical Documentation Samples

DOCUMENTATION

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

Triggers

Triggers (or Triggerable Objects) implement the `ISocketAttached` interface. To activate a trigger, assign it the same channel as its corresponding Socket. Each trigger contains custom logic defined in its script.



`ExampleReactor` demonstrates how a trigger should work. To create a new trigger:

1. Copy the `ExampleReactor` script.
2. Rename the class.
3. Edit `onCogAttached()` and `onCogDetached()` with your custom logic.

Currently the example uses debug logs, but it can be extended to do far more.

```
ts > _Game > Scripts > Environment > TriggeredObject > ExampleReactor.cs > ...
using Game.Scripts.Cogs;
using UnityEngine;

// THIS IS AN EXAMPLE REACTOR, NOT A REAL COMPONENT,
// YOU COULD COPY AND PASTE THIS TO YOUR REAL REACTOR COMPONENTS,
// OR JUST USE THIS AS A REFERENCE
public class ExampleReactor : BaseTriggerObj, ISocketAttached
{
    // --- ISnapperAttached
    public override void OnCogAttached(GameObject cog, CogsType type)
    {
        Debug.Log($"[ExampleReactor] {cog.name} ({type}) attached to {gameObject.name}");
    }

    public override void OnCogDetached(GameObject cog, CogsType type)
    {
        Debug.Log($"[ExampleReactor] {cog.name} ({type}) detached from {gameObject.name}");
    }
}
```

PROGRESS VIDEO FORMAT



Lord Zaini 4/19/26, 2:03 PM
[Progress 14:00 | 19 APR 2026]

[STATUS]

Player socket effect: Done
Gate: Done
Joint: Done
Cog Recalling: Done
SocketStole Bug: Fixed

[NOTABLE BUGS]

-) Cog still on its place when player already dead
(SUGGESTION: Make sure the player socket know if the player is dead and throw the Cog to random direction)
(SOLVED) (edited)



CONTRACT MANAGEMENT

Layer Mask

Object	Layer Mask
Player	Player
Enemy	Enemy
Colliders	Environment
Player Bullet	Player Bullet
Enemy Bullet	Enemy Bullet
VFX	VFX
HUD	UI

Collision Matrix

	UI	VFX	Enemy Bullet	Player Bullet	Environment	Enemy	Player
Player			✓		✓	✓	
Enemy				✓	✓	✓	
Environment			✓	✓			
Player Bullet			✓				
Enemy Bullet							
VFX							
UI							

BRANCHING

Your branches

The screenshot shows a dark-themed interface with a list of branches. Each branch is represented by a blue pill-shaped button with a small square icon to its right. The branches are:

- enemy/chase
- player/shoot-aim
- player/dash
- player/movement