Muhammad Zaini

Unity Programmer

CONTACT

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ABOUT ME

Game Programmer & Systems Architect turned Studio Lead, with a focus on scalable gameplay frameworks and high-performance technical systems. Currently CEO of Slafurry Studios, leading a 20+ person multinational remote team from early development to commercial operation in 8 months, while still hands-on in architecture, AI systems, and core optimization (15→60 FPS). Proven track record shipping 10+ prototypes and full productions under tight game jam deadlines, with a focus on building complex games through smart design, not just hard labor.

EXPERIENCE

SLAFURRY STUDIOS **Feb 2026 — Present**

Founder | CEO

- Led a 20+ person remote, multinational team from early-stage development to commercial operation within 8 months, overseeing production, technology, and publishing across 4 divisions
- Built and maintained studio-wide pipelines (planning, code review, CI/CD via GitHub Actions + Butler, release management), reducing friction between creative and technical teams
- Designed a modular development framework enabling code reuse and parallel iteration across multiple concurrent projects
- Authored Technical Design Documents (collision systems, layer masking, interface contracts) establishing shared engineering standards across the studio
- Built internal automation tools (Drive retrieval, deployment bots, reminder workflows) that cut repetitive ops work across a distributed team
- Ran a rapid-prototyping cycle that shipped 10+ playable prototypes in 8 months under tight resource constraints

PROJECTS

GAME TODAY 2026 | SLAFURRY STUDIOS | AN UNFINISHED GAME **September 2026**

Project Lead | Game Programmer

- Reduced the project scope from 20 rooms to 10 rooms to align with development time constraints while preserving the core narrative experience.
- Adapted and restructured the story to fit the implemented level design and revised project scope.
- Designed and implemented development automation, including reminder bots, a Google Drive retrieval bot, and a deployment bot, increasing team productivity by approximately 40%.
- Adopted Semantic Versioning to improve bug tracking, release management, and development check-ins.

GAMESEED 2026 | SLAFURRY STUDIOS | PANDORA'S SNAKE **Juli 2026**

Project Lead | Technical Designer

- Established and adapted the team's development workflow across 11-member team, adjusting the pipeline to meet project constraints and development needs.
- Structured team responsibilities across 4 different backgrounds to reduce dependency on individual members and mitigate Single Point of Failure (SPOF) risks.
- Integrated 4 gameplay components (wanted level, roguelike system, procedural map, snake xenzia-like movement) into a unified and scalable architecture, reducing duplicated implementation and simplifying cross-system development.
- Managed project scope across project from 4 level to one polished level, prioritizing essential features to keep development within the available 4-week timeline.

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

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SKILLS

PROGRAMMING & ENGINES

Unity, C#, Game Architecture, AI Systems (behavior/controller-based), Physics Programming, Performance Optimization

SYSTEMS & TOOLS

Git/GitHub, CI/CD (GitHub Actions, Butler), Object Pooling, Sprite Atlasing, Boxcast2D

LEADERSHIP

Team Leadership (up to 20), Technical Documentation (TDD), Agile Workflow, Cross-functional Coordination, Remote Team Management

DESIGN

Level Design, Scope Management, Rapid Prototyping

ACHIEVEMENTS

- **TOP 61 PC GAMES — Pandora's Snake — GAMESEED 2026**

EDUCATION

KALIMANTAN INSTITUTE OF TECHNOLOGY (ITK)

Bachelor in Informatics

- GPA: 3.72