HASSAN NASRALLAH

Game Dev

hassanmines@gmail.com | +6281617313375 | Bogor, Indonesia, Jl. Panorama 1 No.4, RT.07/RW.12, Mulyaharja, Kec. Bogor Sel., Kota Bogor, Jawa Barat , 16135

Social links

Linkedin: linkedin.com/in/hassan-hafiz-124a771b0

My Portofolio: code-is-me.github.io

PERSONAL SUMMARY

A motivated and detail-oriented undergraduate student pursuing a Bachelor's degree in Software Engineering, possessing a comprehensive interest in full-stack development. Demonstrates a proficient ability to translate conceptual designs into functional and intuitive digital platforms. Practical experience in 3D modeling and game development, acquired through a professional internship utilizing Blender and Unity, complements a robust academic foundation. Seeks to leverage a strong aptitude for software engineering principles and a commitment to technological innovation in a professional capacity.

EXPERIENCE

Game 3D Asset Designer (Internship) | Tortie Kreatif Teknologi - Kota Bogor, Indonesia
December 2022 - January 2023
- Engineered and rendered a complete 3D character model within a two-week project cycle.
- Constructed a high-fidelity, game-ready environmental asset in an accelerated one-week timeframe.
- Conceptualized and executed a detailed interior environment design for an interactive game project.
- Completed an intensive one-month training program in Blender to master advanced 3D modeling and design methodologies.

EDUCATION

Bachelor of Science: Software Engineering Technology | IPB University - Bogor
Expected in 2026
High School Diploma | SMK Pesat ITXPRO - Bogor
2022

SKILLS

- **Game Engines:** Godot Engine, Unity, Unreal Engine
- **Programming:** GDScript, C#, JavaScript, C, Python
- **Tools & Software:** Blender, Aseprite, Trello
- **Competencies:** Game Design, Project Management, Teamwork

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LANGUAGES

- **Indonesian:** Bilingual or Proficient (C2)
- **English:** Advanced (C1)
- **Arabic:** Elementary (A2)