

Barkah Mauludi , Unity Developer

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LINKS

[LinkedIn](#), [Personal Website](#), [GitHub](#)

PROFESSIONAL SUMMARY

Unity Developer with 4+ years of experience building XR, VR, AR, WebGL, Mobile, and Windows applications using Unity and C#. Delivered 20+ cross-platform applications for banking, healthcare, education, and enterprise training clients. Experienced in gameplay programming, XR interaction systems, AI integration, performance optimization, and scalable Unity architecture. Passionate about building maintainable products and solving complex technical challenges.

TECHNICAL SKILLS

Unity	Addressables
C#	LeanTween
OpenXR	Cinemachine
XR Interaction Toolkit	TextMeshPro
Visual Scripting (Bolt)	REST API
Meta Quest	Supabase
Pico VR	OpenAI API
AR Foundation	OpenRouter API
ARCore	Git
Android	GitHub
WebGL	GitLab
Object-Oriented Programming (OOP)	Trello
MVC	Notion
ScriptableObject	Agile
Object Pooling	Scrum

WORK EXPERIENCE

Oct 2022 — Present

Unity Developer, PT. Primeskills Edukasi Indonesia

Tangerang Selatan, Indonesia

Develop and deliver Unity-based XR, VR, AR, Mobile, WebGL, and Windows applications for clients in banking, healthcare, education, and enterprise training.

- Delivered 20+ cross-platform Unity applications across XR, VR, AR, Mobile, WebGL, and Windows from development through deployment.
- Developed gamified learning systems with progression mechanics, scoring, adaptive feedback, and interactive training scenarios to improve learner engagement.

- Designed and implemented AI-powered simulation features, including conversational NPCs, behavioral analytics, and adaptive learning experiences.
- Improved project architecture using ScriptableObject systems, MVC/MVP patterns, reusable components, and clean C# development practices.
- Optimized XR and mobile application performance using Unity Profiler, memory optimization, draw call reduction, and platform-specific testing.
- Collaborated with designers, instructional designers, Project Managers, and the CTO to translate business requirements into scalable Unity solutions.
- Mentored junior Unity developers through code reviews, technical guidance, documentation, and engineering best practices.
- Contributed to sprint planning, task estimation, Git workflows, and technical decision-making across multiple concurrent projects.

Stack: Unity, C#, Unity 2022 LTS, Unity 6, Meta Quest, Pico VR, AR Foundation, OpenXR, XR Interaction Toolkit, WebGL, Git, Agile/Scrum

Oct 2021 –
Oct 2022

Unity Programmer, PT. Teknologi Aryaguna Sejahtera

Tangerang Selatan
Indonesia

Built AR and VR applications for healthcare education, advertising experiences, and clinical training using Unity and C#.

- Developed immersive AR healthcare applications using Unity, AR Foundation, and ARCore for educational and promotional use cases.
- Built VR medical training simulations that enabled users to learn healthcare procedures through interactive and scenario-based experiences.
- Implemented interaction systems, UI workflows, debugging, and platform-specific optimization for Android, Windows, and standalone VR devices.
- Collaborated with designers and healthcare subject matter experts to transform learning requirements into interactive AR/VR experiences.
- Contributed to gameplay programming, feature implementation, testing, and deployment across multiple client projects.

Stack: Unity, C#, AR Foundation, ARCore, Vuforia, OpenXR, XR Interaction Toolkit, Meta Quest, Pico VR, Android, Windows, Git

Oct 2017 - Oct
2021

Bachelor of Game Technology — Cum Laude (GPA: 3.59 / 4.00)
Electronic Engineering Polytechnic Institute of Surabaya (EEPIS)

Surabaya,
Indonesia

- Final Project: Developed a Visual Novel Game for COVID-19 Health Education — awarded Final Project Competition Certificate.

LANGUAGES

Indonesian — Native

English — Professional Working Proficiency (B2)