

Fredo Melvern Tanzil

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Profile

Final-year Computer Science student combining a strong foundation in software engineering with specialized expertise in game development. Proven ability to drive creative technical projects from ideation to deployment, leveraging strong analytical problem-solving to build engaging interactive experiences.

Education

University of Indonesia - Depok, Indonesia Jul 2022 - Present
GPA 3.93; Undergraduate, Major in Computer Science

Nanyang Technological University - Singapore Jul 2025
GPA 4.0/5.0; INSPIRASI-NTU Summer Program, Sustainability Studies

Honors & Awards

Top 40 Finalist (out of 126) of Gimersia Game Jam 2025 Nov 2025

- Developed a side-scrolling shooter in Godot as a solo developer within a strict one-week deadline.
- Engineered procedural maze generation and dynamic enemy spawning system.

Finalist (Top 20) of Gemastik Game Development 2024 Sept 2024

- Led a 3-person team as Project Manager to build a 3D educational platformer using Godot, Blender, and Figma.
- Programmed core mechanics, an interactive digital ecological almanac, and complex multi-phase boss encounters.

Experience

Teaching Assistant of Game Development - Faculty of Computer Science, University of Indonesia Jan 2025 - July 2025

- Refactored the Godot tutorial codebase to align with modern engine updates and industry best practices.
- Mentored students by providing technical guidance and troubleshooting gameplay issues.
- Monitored the full development lifecycle from ideation to deployment.
- Graded weekly assignments to ensure adherence to academic submission standards.

Game Programmer Intern - Ikadev Studio Jan 2025 - April 2025

- Engineered a dynamic pronoun system in Godot's dialogue engine to enable gender-specific player interactions.
- Streamlined the asset pipeline by integrating Spline2D animated characters directly into the Godot engine.
- Optimized game memory and frame rates by developing a UI system utilizing Object Pooling.
- Built a custom Debug UI and shortcut system, enabling instant state-testing and reducing QA iteration time.
- Collaborated using GitHub Desktop and Miro to align technical implementation with narrative design.

Vice Director of Game Development SIG - Ristek Fasilkom UI Feb 2024 - Jan 2025

- Directed talent acquisition and conducted technical interviews to select top programmer candidates.
- Designed and instructed intensive internal Godot Engine classes, onboarding new members into modern workflows.
- Engineered two complete game titles, including the Gemastik national finalist [Doni's Adventure With MAS](#).

Member Programmer of Game Development SIG - Ristek Fasilkom UI Feb 2023 - Dec 2023

- Developed and shipped four diverse Unity C# games across collaborative and competitive tracks, including Garena Game Jam and Gemastik submissions.
- Co-organized Ristek Game Jam 2023, a university-wide competition to foster the campus game development ecosystem.
- Delivered a Unity C# Masterclass to mentor shortlisted participants in core game programming principles.
- Awarded "Best Member" for two consecutive quarters (Q1 & Q2) in recognition of technical contributions and team impact.

Skills

Programming: C++, C#, Python, Java, JavaScript/TypeScript, GDScript, SQL

Technologies & Tools: Godot, Unity, PyTorch, Django, Spring Boot, Node.js, AWS, GCP, PostgreSQL, Raylib, Blender, Figma

Languages: Indonesian (Native), English (Fluent), Mandarin (Novice)