

Adigun Sanjaya Ligawan

Game Programmer / Designer

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📌 github.com/adxze
📍 Jakarta, Indonesia

SUMMARY

I am an undergraduate student at BINUS University with a strong passion for Game Development, followed by interests in Web and Mobile Development. For more detailed information about my work : <https://github.com/adxze>

EXPERIENCE

Activist 03/2024 - 01/2025
HIMTI BINUS University ↗

Activist 01/2024 - 01/2025
Teach For Indonesia Student Comunnity ↗

Bimbel with TFI and TFISC Curriculum Division 08/2024 - 09/2024
Teach For Indonesia Student Comunnity ↗
Lesson-planning and curriculum development. I learned to break down complex topics into engaging activities and adjust pacing based on students' responses.

Smart Socieity Indonesia Project Manager 08/2024 - 09/2024
Teach For Indonesia Student Comunnity ↗
Project management coordination. As project manager I set timelines, allocated tasks and liaised with schools, lecturers and volunteers.
Leadership and decision-making under time constraints

Murealfi event division 06/2024 - 10/2024
Teach For Indonesia Student Comunnity ↗
Event planning and logistics (securing permissions, sourcing paints and equipment, scheduling volunteers)

Thrive Together With TFISC Secretary 05/2024 - 07/2024
Teach For Indonesia Student Comunnity ↗
Administrative and documentation skills. as secretary I took meeting minutes, managed schedules and maintained records of participants and finances, orphanage management and volunteers to ensure smooth program flow.

BINUS Untuk Negri event division 02/2024 - 07/2024
Teach For Indonesia ↗
Event planning and logistics

EDUCATION

Computer Science 2023 - 2027
Bina Nusantara University - Bachelor's degree
Active in organizations with a GPA above 3.5

SKILLS

Unity	Advanced	Python	Intermediate
Figma	Advanced	C/C++	Intermediate
Godot	Intermediate	Android Kotiln	Intermediate
C#/Java	Advanced	React Js	Intermediate

LANGUAGES

Indonesia	Native	English	Fluent
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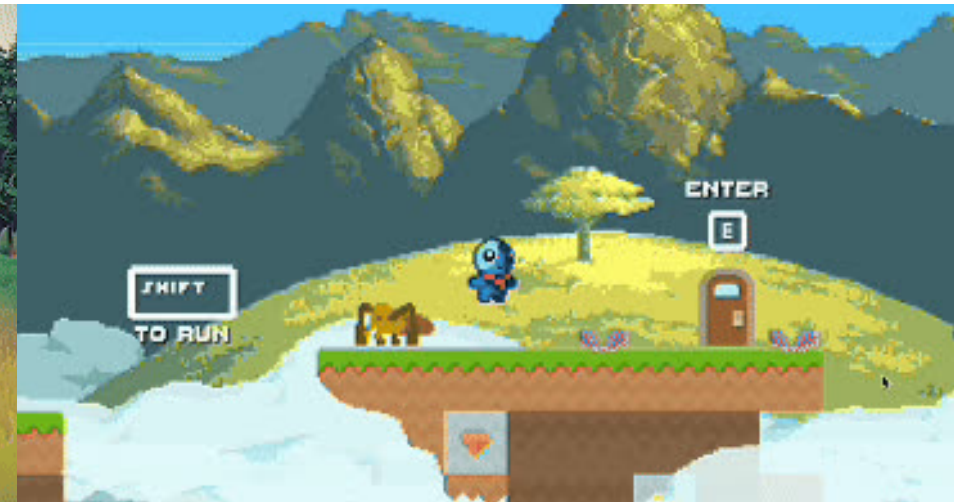
Tele-Platfrom

A 2D platformer where you unlock new abilities and navigate levels using teleportation mechanics. Players progress by strategically teleporting between portals to solve platforming challenges.



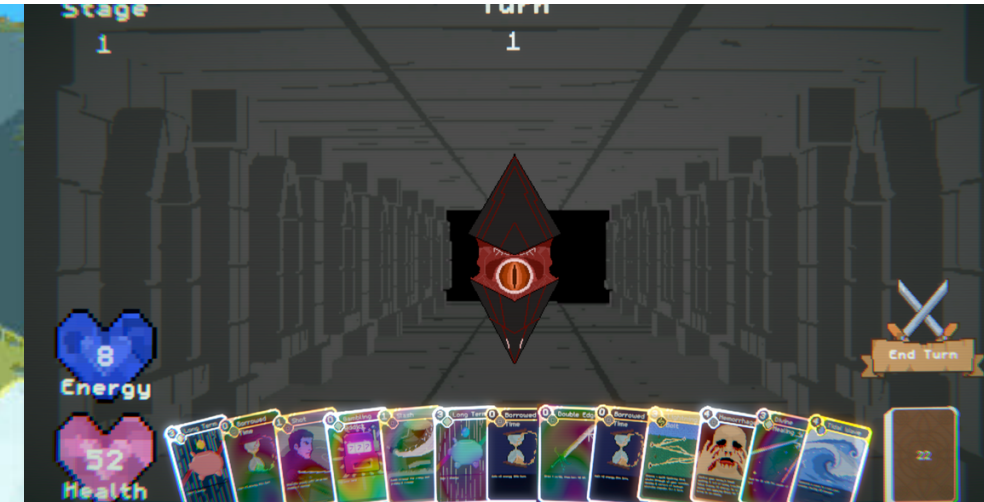
Zumi The Slime

a 3D action adventure game where players control a slime character with unique shooting mechanics inspired by Zuma gameplay. Navigate through challenging levels, defeat enemies using ball matching mechanics along a spline and face off against powerful bosses.



Physic Games

A learning game that combines platformer challenges with real physics problems. Players solve momentum and force-based puzzles while exploring bright pixel art worlds with a friendly robot guide.



Greed Dungeon

a strategic card based roguelike where players battle through increasingly difficult stages using a deck of powerful cards. Manage your energy, build devastating combos, and survive. Choose between retreating with your rewards or pushing deeper into the dungeon for greater treasures. Every decision matters.