

Daffa Ilham Ramadan

Game Programmer

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📍 Indonesia, Ciranjang

📌 daffailhamramadan.github.io

🌐 <https://daffa-ilham-ramadan.itch.io/>

🌐 <https://github.com/daffailhamramadan>



Profile

Game Programming enthusiast seeking an opportunity to apply and further develop my skills in game development. Possess a solid foundation in programming languages such as C#. Eager to contribute creativity, and a strong desire to learn in a dynamic and collaborative environment.

Education

2018/05 – 2021/05
Bandung, Indonesia

Pendidikan Kesetaraan Paket C Jurusan IPS
PKBM BINA CIPTA Ujung Berung

Personal Projects

Neon Pong [🔗](#)

Unity, C#

Single Player Pong game with AI, Dotween for UI and post processing for the visual

Return to the Ship [🔗](#)

Unity, C#

Relaxing and visually appealing 2D platformer game with plot twist at the ending for submission of trijam, 3 hour game jam

Angel Kill the Monsters [🔗](#)

Unity, C#

Roguelite game with procedural generation for submission of mini jam, empty

Turret-Man [🔗](#)

Unity, C#

A match color game for submission of my first game jam, winter 2022

Belajar Huruf dan Angka [🔗](#)

Unity, C#

An Education game for kids

Space Battle [🔗](#)

Unity, C#

My first game, a space invader clone

Skills

Unity

C#

Git

Visual Studio

Professional Experience

2019/07 – present

Bug Hunter

- Bug Hunting.
- Finding vulnerabilities in web app and API's.

- Reported Various vulnerabilities such as (XSS, IDOR, CSRF, Business logic, etc)

Achievements

- | | |
|------|---|
| 2020 | BukaBounty Wall of Fame ↗
<i>Bukalapak</i>
Vulnerability Type: Chaining Open Redirect to bypass uri validation |
| 2019 | Iconfinder Hall of fame ↗
<i>Iconfinder</i>
Vulnerability Type: Cross-Site Scripting (XSS) |
| 2019 | KASKUS Hall of Fame ↗
<i>KASKUS</i>
Vulnerability Type: Cross-Site Scripting (CSRF) |