

Yeremia Gunawan

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 GitHub |  LinkedIn

WORK EXPERIENCE

Blank Creation Studio

Jun. 2025 – Present

Studio Lead & Programmer

Surabaya, Indonesia

- Led a cross-functional team (art, design, programming) to build game prototypes, improving team delivery speed by ~20% through structured task management and daily communication.
- Conducted code reviews and debugging sessions, increasing feature stability across builds and improving team familiarity with version control workflows.
- Coordinated participation in multiple game jams, securing 1 award and Top 40 national ranking.
- Managed design-to-implementation pipelines, ensuring all tasks had clear estimates, progress updates, and documented changelogs.

PROJECTS

Petra Acitya Canteen Application – Database Engineer

- Designed and optimized a SQL-based database system and implemented the backend using the JDBC API for secure and reliable communication between the application and the database.
- Built efficient order-handling workflows with optimized schema design and indexing, improving query performance and reducing server load.

Mini Jarvis – Solo Developer

- Built an AI-powered gesture-recognition system using MediaPipe to control Minecraft entirely through hand signs.
- Achieved real-time gesture detection at >25 FPS with optimized landmark processing and event mapping.
- Expanded the project into a “laptop controller” variant, enabling gesture-based system navigation.

Overwhelmed – Project Manager & Lead Programmer

- Led the development of a 2D psychological puzzle-adventure exploring emotional burnout, people-pleasing, and personal boundaries.
- Implemented core gameplay systems in Unity, including energy-drain mechanics, world-state transitions, and event-driven interactions that reinforce the game’s metaphor.
- Contributed to the game’s strongest reception category “Best Visuals”, through consistent communication with artists and tight integration of visuals with gameplay themes.

SKILLS

- **Languages:** C, C++, C#, Python, SQL
- **Tools & Engines:** Unity, SQL Workbench, Git, MediaPipe
- **Core Skills:** Debugging, OOP, algorithms, problem solving, game mechanics implementation, database design
- **Soft Skills:** Communication, time management, leadership, task estimation, feedback handling
- **Interests:** Building emotionally resonant games that connect with players through relatable themes

EDUCATION

Institut Teknologi Sepuluh Nopember (ITS)

Aug. 2025 – Present

Software Engineering

Surabaya, Indonesia

- Currently pursuing foundational and advanced coursework in data structures, algorithms, software architecture, and object-oriented programming.
- Actively participating in programming/problem-solving communities and game development groups.

- Graduated as the best graduate with consistently high scores across STEM subjects.
- Actively represented the school in national logic competitions and tech-related events.

ACHIEVEMENTS

- **Winner** – GIMJAM ITB 2024 (Best Visuals Award)
- **Top 40 Finalist** – GameSeed.id 2025 (Student Category)
- **Bronze Medalist** – Opsilon IX Informatics Competition
- **Finalist** – National Logic Competition (NLC), ITS