

# Bangkit Bintan Prambudy

**Godot Programmer | Game Developer | Multiplayer Systems**

Indonesia

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Portfolio: <https://brwxisme.itch.io> , <https://play.google.com/store/apps/dev?id=5480356350925543600>

YouTube: <https://youtube.com/@brwdxdev>

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## PROFESSIONAL SUMMARY

**Godot programmer with 5+ years of experience** developing games and gameplay systems using **Godot 4**. Experienced in **core gameplay mechanics, UI systems, and multiplayer features** using **GDScript**. Strong background in **backend integration, database-backed game systems, and real-time synchronization**. Shipped **Android games** and collaborated with designers and developers on production projects.

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## TECHNICAL SKILLS

**Game Engine:** Godot 4

**Programming Languages:** GDScript, SQL

**Gameplay Systems:** Player Controllers, State Machines, UI Systems, Input Handling

**Multiplayer:** Client–Server Architecture, Real-time Synchronization, Networked Games

**Backend:** Supabase, PostgreSQL, SpacetimeDB

**Tools:** Git

**Platforms:** Android, PC

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## PROFESSIONAL EXPERIENCE

**Steady Steady** — Personal Project (Android Multiplayer Game)

February 2025 – Present

- Designed and implemented **core gameplay systems** in **Godot 4**
- Added **multiplayer features**, including real-time fishing gameplay
- Implemented **secure data persistence** using **Supabase**
- Used **SpacetimeDB** for **authoritative real-time synchronization**

## **Godot Programmer — AxesFull.com (Poker Game)**

August 2024 – February 2025

- Developed approximately **85% of the game client** using **Godot 4**
- Implemented **gameplay logic, UI systems**, and **input handling**
- Built **multiplayer systems** and synchronized game state with backend services
- Integrated gameplay features with APIs and transaction data

## **Freelance Godot Programmer and Tutor**

2022 – Present

- Developed multiple games using **Godot**, including **RTS, platformer, farming, and tower defense** genres
- Fixed bugs, optimized performance, and refactored **gameplay systems**
- Provided **Godot tutoring** and technical support for developers

## Content Creator — YouTube (brwxddev)

2023 – Present

- Created **technical content focused on Godot programming** and system design
- Shared tutorials on **gameplay architecture, UI**, and **multiplayer**
- Documented development workflows and refactors

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## EDUCATION

### **Bachelor of Arts — Visual Communication Design**

STIKI Malang

2016 – 2021