

Bangkit Bintang 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/@brwxdddev>

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.

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

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

EDUCATION

Bachelor of Arts — Visual Communication Design

STIKI Malang

2016 – 2021