

DIMAZ A. ZAKI

hello@dimaz.dev

Tangerang Selatan, 15326, Indonesia

+62 8 5161-5161-00

<https://linkedin.com/in/dimaz-zaki>

<https://dimaz.dev>

SUMMARY

Innovative and results-oriented C#/ .NET and Unity developer with 6+ years of experience architecting and delivering high-impact interactive applications, enterprise games, and VR simulations. Proven ability to lead technical development, enforce strict coding standards, and optimize performance for diverse platforms including Windows and Android. Expertise in full-stack development, real-time networking, AI integration, and hardware-software communication. Eager to leverage technical leadership and creative problem-solving to drive innovative solutions and exceed client expectations.

WORK EXPERIENCE

Unity Team Lead (Deputy)

08/2024 – Present

Zodiac Solutions • Singapore, Singapore

- Spearheaded the architecture and development of high-impact interactive applications, digital wall displays, and enterprise games for prestigious clients including BMW, DBS Bank, KPMG, Changi Airport, Singapore's National Library Board (NLB), and the Defence Science and Technology Agency (DSTA).
- Managed international client relations through requirement gathering, stakeholder management, and comprehensive project handovers. Shipped high-performance applications natively to Windows and embedded interactive experiences within web environments.
- Engineered hardware-software communication connecting applications to backend systems via REST API and MQTT protocols for interactive physical installations and IoT environments. Innovated user experiences through speech recognition integration and AI chat systems to drive deeper engagement.
- Defined coding standards and provided technical leadership over Unity developers, enforcing SOLID principles, zero heap allocation, memory leak prevention, RAM optimization, and thread-safe operations — alongside strict GitLab version control and Test-Driven Development (TDD) practices.
- Served as principal full-stack developer on critical projects, leveraging rapid prototyping to drive technical versatility across front-end UX and backend data synchronization. Consistently delivered high-performance applications on schedule through disciplined time management, rigorous optimization, and meticulous polish.

Mid-Level C# Developer

01/2023 – 11/2024

Forge Fun Studio (Red Covenant) • Jakarta, Indonesia

- Played a pivotal role in the core game development and engineering of a mid-core multiplayer Android RPG, managing technical aspects from prototype to its successful launch on the Google Play Store.
- Successfully integrated and managed sophisticated Photon Multiplayer networking systems to deliver synchronized, latency-optimized real-time gameplay.
- Ensured efficient build and deployment pipelines to Google Play and internal QA tracks through diligent application of Version Control Systems (GitHub) best practices.

- Leveraged Firebase analytics, authentication, and real-time databases to provide crucial player behaviour data to live-ops and product teams.
- Designed and implemented custom internal tools and Unity editor scripts, utilizing rapid prototyping to fast-track level design and empower game designers, dramatically streamlining the content pipeline.
- Championed the evolution of game mechanics, gameplay, and character progression for a free-to-play, data-driven mobile game, ensuring beautiful particle effects and animations, and extensive optimization across various mobile devices.

Junior C# Developer

06/2022 – 01/2023

PT. Falah Inovasi Teknologi • Jakarta, Indonesia

- Engineered and developed immersive Virtual Reality (VR) training simulations for the Indonesian military, driving the gamification of learning modules to enhance tactical readiness and procedural training. Implemented complex localization systems supporting nine different languages, adhering to strict military accessibility requirements. Authored native Windows applications and desktop simulations for the Airforce, integrating custom QR code scanning modules, speech recognition applications, and real-time backend API communications. Optimized 3D rendering pipelines and physics interactions within Unity to ensure stable framerates on standalone VR headsets, managing all source code and collaborative workflows via GitHub.

Founder & Freelance Game Developer

09/2019 – Present

Alzaki Creativeworks • Jakarta, Indonesia

- Developed 2D/3D commercial games and B2B interactive applications from concept to deployment, managing the full development lifecycle.
- Advised clients on technical requirements, memory optimization strategies, and solutions for complex performance bottlenecks in legacy Unity codebases.

EDUCATION

Bachelor of Business and Commerce - Banking and Finance

2011 – 2015

Monash University • Malaysia

Diploma of Business

2010 – 2011

Monash College • Singapore

SKILLS

C# (.NET Core, Mono, IL2CPP)

Unity (2D, 3D, URP/HDRP)

Databases (Firebase, Supabase, Local DB, Google Sheets)

Photon Engine (PUN/Fusion)

RESTful APIs & WebSockets

MQTT for IoT Integrations

Version Control (Git, GitHub, GitLab)

Software Engineering Best Practices

Object Oriented Programming (OOP) & SOLID Principles

Code Refactoring & Optimization

Zero Allocation & Memory Profiling

Design Patterns & Architecture

Designing Modular Systems

Product Ownership & Accountability

Creative Problem Solving

High Attention to Detail

Collaborative Environment

Excellent Interpersonal Communication Skills

High Enthusiasm for new technologies including AI

Proactive

Team Player

Discipline

LANGUAGES

English

Professional

Indonesian

Native

CERTIFICATES

Business Process Management

Prasetiya Mulya Business School

2015

Effective Leadership

Prasetiya Mulya Business School

2015

Negotiation Skills in Business

Prasetiya Mulya Business School

2015