Brian Akbar Wicaksana

Software Engineer

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Profiles

○ brianakbar   in brianakbar

Summary

Software Engineer with 4+ years of experience building reliable, user-focused applications across game development and web platforms. Strong foundation in computer science and hands-on expertise with Unity, C#, JavaScript, and modern frameworks like React and Next.js. Known for strong problem-solving skills, attention to detail, and the ability to build scalable, well-structured systems that meet both technical and business requirements.

Experience

Gamelab	**Jan 2024 - Apr 2024**
Game Developer Intern	Remote

🔗 https://www.gamelab.id/

Education

Institut Teknologi Sepuluh Nopember (ITS)	**Aug 2020 - Aug 2024**
Informatics Engineering	Bachelor

GPA: 3.66 / 4.00

🔗 https://www.its.ac.id/

Projects

Personal Portfolio Website   **Dec 2025**

🔗 https://brianakbar.dev

Designed and developed a modern, interactive personal portfolio to showcase software engineering projects and skills. The site features a clean, responsive UI and an AI-powered chatbot that can answer questions about the developer's resume and experience in real time.

TypeScript, React, Next.js, Frontend Development, Langchain, Generative AI

Wizard of Oz   **Apr 2023 - Jun 2023**

🔗 https://github.com/brianakbar/GC_WizardOfOz

Designed and developed a 2D top-down action RPG featuring dual playable characters and AI-driven enemies. Built a modular, data-driven gameplay architecture with scalable combat systems and custom enemy AI to support complex behaviors and future extensibility.

Unity, C#, Behavior Tree, Scriptable Objects, Event-Driven Architecture, Data-Driven Design

Skills

HTML	CSS	Tailwind CSS	C#	JavaScript
TypeScript	Python	React	Next.js	Unity Engine
PostgreSQL	Supabase	Pinecone	Zod	Git
GitHub	Docker	LangChain		

Languages

Indonesia	**English**
Native	Conversational