

ATQA MUNZIR

Coder

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Summary

Coder with experience shipping titles across mobile and web platforms using Unity and Unreal Engine. Specializes in online infrastructure and platform integrations: real-time multiplayer backends in Go, GitOps CI/CD, and Infrastructure as Code across multiple data centers. Comfortable across the full stack, from in-game systems and platform SDKs to DevSecOps and production observability. Proven ability to lead small teams and deliver end-to-end.

Technical Focus

Game: Unity, Unreal Engine, C++, C#

Backend: Go, multiplayer services, platform integrations, IAP

Infrastructure: Linux, GitHub Actions, Podman/Quadlet, SOPS, OpenTofu, Cloudflare, Grafana Cloud

Experience

YES2GAMES

Senior Programmer — Full-time (Remote)

Singapore

May 2026 – Present

- Lead online and infrastructure engineering for a cross-platform racing title, scaling its backend from a single barebone server to fully reproducible Infrastructure as Code across two data centers.
- Migrated deployments from manual SSH and ad-hoc scripts to automated GitOps CI/CD with GitHub Actions, rootless Podman/Quadlet containers, SOPS-encrypted secrets, and health-checked auto-rollback.
- Stood up production observability with Grafana Cloud (metrics, logs, blackbox probes) and alerting, plus OpenTofu-provisioned VMs and Cloudflare DNS.
- Re-architected online modules into scalable services (Go multiplayer server, backend API, IAP validation, management dashboard) and brought online support to every shipping platform.

Junior Programmer — Full-time (Remote)

Jul 2025 – Apr 2026

- Ported a cross-platform racing title to web/H5 platforms (Poki, Yandex Games, Azerion, Playgama, YouTube Playables) and mobile (Google Play; App Store in progress), meeting platform certification and SDK requirements.
- Integrated monetization, analytics, and platform SDKs across build profiles for web and mobile in Unity 6.
- Set up CI/CD pipelines, automated tests, and DevSecOps practices, replacing manual builds and deployments.
- Modernized client UIs and refactored unstructured online code into maintainable, scalable modules.

BlankOn Linux

Open Source Contributor (Remote)

Indonesia

Dec 2025 – Present

- Contribute to the build and packaging toolchain of an Indonesian Linux distribution, including the distributed build farm, APT repository tooling, and live ISO builder.
- Help modernize project infrastructure toward GitOps on a bare-metal Proxmox cluster, with containerization and Infrastructure as Code.

Timedoor Academy

Programming Teacher — Part-time (On-site)

Surabaya, Indonesia

May 2025 – Present

- Deliver instruction using an adaptive learning methodology to small groups of 1–5 students in 60-to-90-minute sessions.
- Teach Scratch, Scratch Junior, Construct, Roblox Studio, Python, PyGame, web development (HTML/CSS/JS), and MIT App Inventor from basic to advanced levels.
- Provide detailed progress reports to parents after each learning session.

HAGE Games

Cheerleader — Part-time (Remote)

Surabaya, Indonesia

Jan 2025 – Present

- Mentor and advise student engineering teams within a university game-technology research group.
- Provide technical direction and architecture/code review across game and infrastructure projects.

Sepay Studio

Game Programmer — Part-time (Remote)

Surabaya, Indonesia

Feb 2024 – Sep 2024

- Developed and integrated Unreal Engine features based on pre-defined designs, with a focus on backend operations.
- Worked on cross-platform payment utilities using a one-gate system and third-party service integrations.
- Designed and implemented CI/CD pipelines across Unreal Engine 4, native Android, native iOS, and Unity platforms.
- Created technical documentation for implemented features and maintenance procedures.

Miracle Gates Entertainment

Junior Game Programmer — Full-time (On-site)

Bali, Indonesia

Feb 2024 – May 2024

- Designed and integrated backend systems used as online game services, including referral codes, matchmaking, chat systems, and gacha mechanics.
- Maintained and added game content while ensuring seamless integration with existing content.
- Iterated on existing features and optimized backend-related functionality for performance and efficiency.
- Documented completed, ongoing, and planned features to support team coordination.

Gameloft Indonesia

C++ Programmer Trainee — Internship (On-site)

Yogyakarta, Indonesia

Dec 2023 – Jan 2024

- Completed C++ tasks ranging from basic to advanced levels using techniques taught during the internship.
- Learned the company's workflow and organizational culture and applied the development team's technical practices to assigned tasks.

Lion Core Studio

Junior Game Programmer — Part-time (Remote)

Yogyakarta, Indonesia

Sep 2023 – Dec 2023

- Implemented an existing game design with a senior programmer and collaborated with artists on technical-art integration.
- Built UI for a dialog-system mechanic and designed algorithms for enemy AI and boss characters.

Electronic Engineering Polytechnic Institute of Surabaya (EEPIS)

Surabaya, Indonesia

Lecturer's Teaching Assistant — Part-time (On-site) *Jul 2023 – Dec 2023*

- Developed a 16-week curriculum aligning weekly topics with assignments, delivered instruction, assessed work, and produced weekly teaching reports.

Game for Education and Cultural Heritage — EEPIS Research Group

Surabaya, Indonesia

Game Director — Full-time (On-site)

Jul 2023 – Aug 2023

- Led development of a game themed around traditional food stalls and managed a team of 14 across programming, art, game design, and social media.
- Kept division documentation current and resolved cross-team development issues.

Lead Game Programmer — Full-time (On-site)

Jan 2023 – Feb 2023

- Led a programming team of three, coordinated with other roles, and established technical design documents and development workflows.

Al-Falah Elementary School

Surabaya, Indonesia

Programming Teacher — Part-time (On-site)

Jul 2022 – Aug 2022

- Taught Scratch programming basics to 20 students, reviewed their work, and ran engaging sessions to build interest in programming.

Sepay Studio

Surabaya, Indonesia

Programmer — Part-time (Remote)

Aug 2021 – Jul 2022

- Implemented a backend application for game-development needs and converted provided website designs into functional websites.

Webmedia Training Center

Medan, Indonesia

Web Developer Trainee — Internship (On-site)

Aug 2019 – Nov 2019

- Learned and built landing pages with HTML, CSS, and JavaScript and produced internship report documents.

Education

Electronic Engineering Polytechnic Institute of Surabaya (EEPIS) — Bachelor of Applied

Aug 2021 – Aug 2025

Science (BASc), Game Technology

Telkom Vocational High School, Medan — High School Diploma, Software Engineering

Aug 2018 – Aug 2021

Organization

EEPIS Semi-Autonomous Body of Game Technology Students' Association

Surabaya, Indonesia

Head of Research and Technology Division

Aug 2023 – Aug 2024

Staff of Research and Technology Division

Aug 2022 – Aug 2023