

MUKROM KARUNIA AZZA

CP: +6282135782644 | mukrom.karunia24@gmail.com | www.linkedin.com/in/mukrom-karunia-azza

I'm a UI/UX and Game Designer with over 3 years of experience specializing in mobile platforms. Skilled in collaborating within diverse creative teams. I drive alignment between game design and engineering to deliver engaging gameplay experiences.

EXPERIENCE

PT. Kreatif Maju Bersama

December 2023 – Now

UI/UX Designer

- Implemented a comprehensive User Interface redesign for the Bos Gabut game, resulting in a player base increase of over 1000% since the last update.
- Contributed to redesigning landing page games and CMS for games.
- Developing and iterating lifecycle game development product and maintaining in game content more than 15+ games both in mobile apps and website.

Eternal Clover Studio

February 2023 – August 2023

2D Game Artist

- Designed and developed user interfaces for 'Mie Ayam Simulator' game with over 50K+ downloads so far.
- Joined several game jam competitions with various genre themes such as turn based, cozy idle, and much more.
- Mentoring internship for 2D artists and successful launching the game to steam.

Game for Education and Cultural Heritage

November 2022 – February 2023

Storywriter Internship

- Developed the background story of the game, character, and game environment.
- Contributed to making storyboard and comic to explain the story in game.

Lentera Nusantara

July 2022 – October 2022

Narrative Design Internship

- Developed IP-based character lore and worldbuilding in moba games.
- Created an animatic storyboard for game trailer.

Teknologi Game PENS

2020 – 2022

Laboratory Assistant

- Contributed to operating and monitoring laboratory equipment for game development studies.

NeedWang Studio

2020 – 2022

Webtoon Comic Assistant

- Co-developed 60 episodes across 2 seasons, crafting weekly scripts and guiding narrative direction for the 'Moon Flower' comic. Aided in base coloring to support artists. Released on webtoon platform, gathering 13.4M readers, 270K+ favorites, and a 9.76/10 rating.

EDUCATION

Politeknik Elektronika Negeri Surabaya

2019 - 2023

Sarjana Terapan Teknologi Game

AWARDS

Kompetisi Mahasiswa Informatika Politeknik Nasional

Best Booth | 2021

Game Design and 2D Artist

- Contributed to designing game mechanics and creating 2D and 3D illustrations of chemical compounds for an educational chemistry-based game.

International Multimedia Engineering Technology Competition

3rd place | 2020

2D artist

- My role as an artist involved creating impactful 2D visual designs and seamlessly integrating them into the game, collaborating closely with our programming team.

Line Creativate

Top 5 Favorite | 2018

Storywriter

- Through the theme of Indonesian women, I created a story with 3 episodes on webtoon highlighting the achievements of Indonesian women. This effort propelled our team to secure a place in the top 5 favorites, showcasing their remarkable stories.

EXPERTISE CERTIFICATION

Google Play x Unity – Game Developer

2024

Certified Unity Developer

Google Play Academy – Store Listing

2023

Certified store listing to market app on google play at global audience

FGA – Bootcamp Game Incubation

2023

Producing 3D game concept and pitch deck

VSGA – 2D Game Artist

2022

Creating 2D assets for backgrounds and Character Designs and integrate them into Unity

VSGA – Bootcamp Animasi & Game

2022

Project management for application and game development

SKILLS

Skills

- Critical Thinking
- Teamwork
- Problem-Solving
- Creativity
- Storytelling

Hard skill

- Figma
- Unity
- Github
- Corel Draw
- Clip Studio Paint