

SUFYAAN ALBERTUS

Game Designer · Game & Software Developer

sufyaan.albertus040@gmail.com · Johannesburg, South Africa
sufyaanalbertus.github.io · linkedin.com/in/sufyaan-albertus
sufyaan-albertus.itch.io

PROFILE

Game designer and developer who owns ideas from the first sketch to the final build: the core loop, the systems, the UI and the sound. I've led the tech on team projects and shipped full games on my own, from an Unreal C++ game-jam entry to a pixel RPG whose villagers talk back with live AI. I'm looking to join a studio or team that builds things people love to play.

FEATURED GAMES

Buzz Together

Unreal Engine 5 · C++ · Game jam (theme: Hive Mind), 2026

Designed and built a third-person bee game in one weekend: a pollen-delivery loop, a swarm that grows with every delivery and shields you from wasps, a sunset timer, a Slate HUD and map.

▶ sufyaan-albertus.itch.io/buzz-together

Whisper Village

Unity · C# · JavaScript · Groq API

2D pixel RPG where four villagers answer in their own words through live AI dialogue across a three-act mystery. Built the dialogue pipeline and a serverless worker that falls back across models, plus a visual-novel UI and slime AI state machine.

▶ sufyaan-albertus.itch.io/whisper-village

Last Watch

Unity · C# · Isometric 3D

Pirate wave-survival game: wrote the concept, designed the fight-scavenge-endure loop, set the toy-box art direction and built combat, scaling waves, pickups and the HUD.

▶ sufyaan-albertus.itch.io/last-watch

TEAM & OTHER PROJECTS

Rolly World: Unity 3D platformer · Technical Lead

Sylvaris: Heartwood Vigil: Tower defence · HTML5 Canvas and Unreal C++

Pulse: Android personal budget tracker app

SKILLS

Languages
C++, C#, JavaScript

Engines
Unreal Engine 5, Unity

Game dev
Gameplay programming, game design, enemy AI, UI (Slate, Unity UI)

AI
LLM integration: Groq API, Ollama, prompt design, streaming

Web
Next.js, Tailwind CSS

3D & art
3D modelling for adverts, pixel art

Tools
Git, GitHub

EDUCATION

The Independent Institute of Education (IIE)
Vega School · Game Design & Development
Modules include Game Design and Development, HCI/UX and Research for ICT

STRENGTHS

Technical lead on group game projects

Ships finished, playable builds on tight deadlines

Bridges design and code

Brings new tech into play, like live AI dialogue