

GAME DEVELOPER PORTFOLIO · 2026

Elios

Kristian Rolando Limantara

I build games.
PC. Mobile. Web.

5+

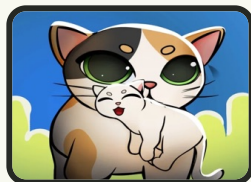
years in game development

14

games and prototypes

50K+

downloads for Mie Ayam
Simulator



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elios-66.itch.io



Hi, I'm Elios.

Game developer with 5+ years of experience shipping games from concept to release with Unity and C#, for PC, mobile, and the web.

I build modular, scalable gameplay systems and clean production workflows, and I have led small programming teams and mentored interns. As co-founder of Eternal Clover Studio I also work on production, pitching, marketing, and monetization.

I use Claude Code, Codex, and Antigravity hands-on in my workflow to iterate quickly while keeping code structured, clean, and modular.

What I bring

Gameplay programming

Mechanics, core features, and system architecture in Unity and C#.

Game systems

Simulation, interactive story, economy, progression, AI behavior, and UI systems.

Performance & quality

Debugging, testing, refactoring, and optimization across mobile devices.

Leadership & production

Leading programming teams, mentoring interns, roadmaps, pitching, and releases.

Experience

2026 - now	Game Developer	Games Institute @ Infinite Learning
2024 - now	Game Development Instructor	Freelance · Unity and Roblox
2023 - now	Co-Founder & Game Programmer	Eternal Clover Studio
2023	Junior Game Programmer	Nexvel Entertainment
2022 - 2023	Game Programmer	PT Teknologi Permainan Indonesia
2022	Game Programmer	Grinsmile Studios
2021 - 2022	Game Programmer	Agate International

EDUCATION

Bachelor of Computer Science

UPN "Veteran" Jawa Timur · 2019 - 2024 · GPA 3.89 / 4.00

Game Programmer Program

Asosiasi Game Indonesia · 2022

CERTIFICATIONS

Game Programming Competency Certificate

Asosiasi Game Indonesia

GameJam++ 2022

Bootcamp Offline Animation & Game Program

HONORS

1st place, Plantastic Defense

Showcased in the G20 Bali 2022 event series

Bank Indonesia Scholarship Awardee

2022

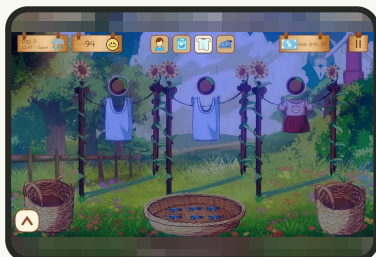
TEACHING

75+ vocational students

Unity and C# fundamentals at SMKN 12 Surabaya

Private mentoring

Unity and Roblox, children to adults



Wash & Warm

A small-town laundry with a story in every load.

GENRE Simulation

PLATFORMS Windows

STATUS Coming soon

Wash, dry, and iron clothes, upgrade your shop, and get to know the townspeople. This cozy life simulation is developed by Eternal Clover Studio; a demo is listed on Steam.

MY ROLE

Lead Game Programmer & Intern Mentor

Led the programming team and delivered the core simulation and interactive story systems, keeping the build consistently playable. Mentored interns by guiding implementation and reviewing their work across a long development timeline.

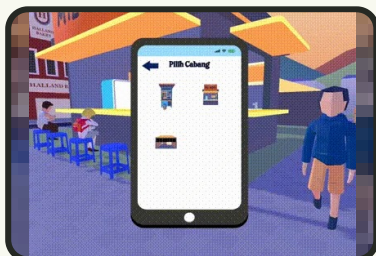
Multi-month production with a stable playable build maintained throughout.

Demo / wishlist on Steam ↗

store.steampowered.com/app/4097440/Wash_Warm

View on itch.io ↗

elios-66.itch.io/wash-warm



Mie Ayam Simulator

From a noodle stall to a bigger story.

GENRE Simulation

PLATFORMS Android

STATUS Released

Cook and serve mie ayam, develop your business, and explore the city beyond your shop. Meet characters, follow quests, and discover secrets as your food business grows.

MY ROLE

Game Programmer & Project Manager

Built the core gameplay systems and smooth, responsive player controls, while managing production workflow, task planning, and team coordination to keep development on track.

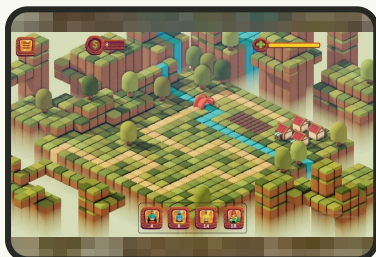
50,000+ downloads on Google Play, played by YouTubers, streamers, and VTubers.

Google Play ↗

play.google.com/store/apps/details

View on itch.io ↗

elios-66.itch.io/mie-ayam-simulator



Plantastic Defense

Plants on the front line against pollution.

GENRE Strategy

PLATFORMS Windows

STATUS In development

Command plant defenders against waves of gas pollution in a 3D tower-defense game. An in-development strategy project with an isometric, low-poly presentation.

MY ROLE

Game Programmer

Implemented key tower-defense gameplay systems and tuned difficulty so progression felt challenging but fun, supporting rapid iteration on a short timeline.

1st place winner. Selected for showcase in the G20 Bali 2022 event series.

[View on itch.io](#)

marugame.itch.io/plantastic-defense

[Watch gameplay](#)

youtube.com/watch



Halt & Harmony

A relaxing bus stop management game where comfort meets calm.

GENRE	Management
PLATFORMS	Android
STATUS	Built in 2 days

Create cozy waiting areas for passengers through gentle rain, soft snow, and sunny skies. Upgrade seating, weather protection, and decorations, then improve buses to carry more passengers and expand your network across the city.

MY ROLE

Lead Game Programmer

Led the programming work and delivered the core economy, upgrade, and progression systems within a 2-day deadline, keeping the loops balanced and interactive.

Previously published on Google Play by Eternal Clover Studio.



Puzzles, cozy worlds, and a little chaos.

Games made with different teams, from released titles to game jam prototypes and projects in development.



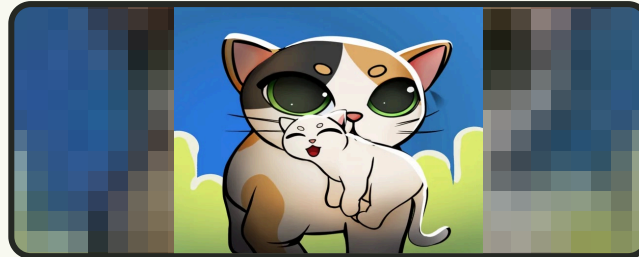
Fond Folding

Puzzle iOS Released

Help Roslyn arrange her belongings as she leaves for college and moves through new stages of life. Solve gentle packing puzzles at your own pace.

[App Store](#)

[View on itch.io](#)



Get You Home

Adventure / Puzzle iOS Released

Search the neighborhood as a mother cat, using pipes, movable objects, and hidden paths to reach your lost kitten. A gentle adventure built around environmental puzzles.

[App Store](#)

[View on itch.io](#)

[Watch gameplay](#)



Meettryoshka

Casual / Puzzle Browser, Windows Released

Guide the smallest Matryoshka across a windswept field, a long railway journey, and the Maslenitsa Festival, stacking together with friends along the way. A cozy casual puzzle game made in Unity in 12 hours for the Moscow – Indonesia: Moving Towards Game Jam 2026, published with wahyuunt97, itsyuma, and SeninbinKamis.

[Play on itch.io](#)



PRANA

Survival Windows, macOS Released

Play a dukun who summons spirits for customers seeking impossible favors. Perform typed rituals while confronting the cost of each wish in this occult survival game by Team Natsu Land.

[View on itch.io](#)



Dream Weaver

Puzzle Browser Released

Enter a dying person's memories and explore the choices behind their regrets. A narrative puzzle game about reshaping key moments to offer a final, peaceful dream.

[Play on itch.io](#)

[Watch gameplay](#)



Volcanic

Survival Windows In development

Survive a volcanic aftermath by managing health, hunger, sanity, and limited supplies. Decide how much to share with others as you work through quests and try to stay alive.

[View on itch.io](#)

[Watch gameplay](#)



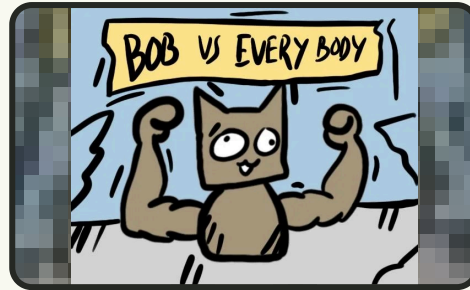
Mage Hourglass

Action

Browser, Windows, macOS

Prototype

A single-player, 2D bullet-hell project with a time-travel theme. Explore the team's public game-jam prototype in your browser or through the available downloads.

[Play on itch.io ↗](#)

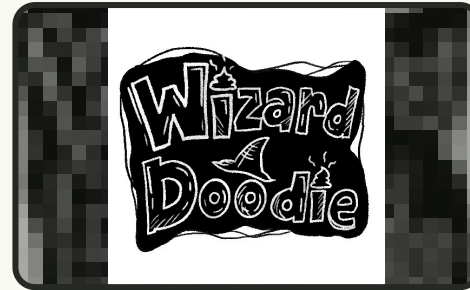
Bob vs Everybody

Fighting

Browser

Released

Step into the paws of Bob and take on his opponents in a turn-based fighting game. A collaboration between Team Fenryn and Kristian Rolando Limantara.

[Play on itch.io ↗](#)

Wizard Doodie

Strategy

Browser

Released

Serve potion customers while desperately holding in a bathroom emergency. Balance standing, sitting, and frantic timing challenges to keep both the queue and your dignity under control.

[Play on itch.io ↗](#)

RunTank RunTunk

Survival

Released

An offline cooperative survival game where players control tanks, avoid enemy fire, and collect items.

[View on itch.io ↗](#)

Play, watch, and explore every game

[elios-portfolio.netlify.app](#)

CONTACT

Got a weird idea? I'm listening.

A game, a collaboration, or a good hello. Let's talk.

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ITCH.IO elios-66.itch.io

GITHUB github.com/kristianrolando

