Portfolio

Hi, my name is Bachrul Alam Naimullah, i have been a Roblox Game Developer since 2020. Currently working as a Lead Scripter, managing a small team and building key systems like train controllers, game events, and macro systems including backend and frontend. Passionate about creating optimized, device-friendly experiences with clean, scalable code. I've also been involved in several games that have collectively reached over 23 million visits on Roblox.

Games I have developed

Sekolahan Hangout

- A Roblox hangout game set in a school environment, featuring voice chat for players to interact and socialize with friends.
- I was responsible for developing key systems including the leaderboard, custom leaderstats, emotes, currency, datastore, shop, and many other features that enhanced the interactive and engaging gameplay experience.

Incorails

- A realistic Indonesian railway simulation game focused on driving trains and roleplaying as a signal controller, crossing gate operator, or train driver.
- As the Lead Programmer, I developed macro-level systems such as the server list, train spawning, and both annual and special in-game events. I currently lead a small scripting team of two members and oversee the creation of various events and collaborations with other games or brands.

Ro-Scale Kereta Api Indonesia

- A miniature-scale Indonesian railway simulation game.
- I served as the main scripter, creating the game's starting lobby, train spawning with various liveries, shop systems, events, and passenger/cargo pickup systems.

Nerotek City

- A game adaptation of the upcoming movie Pelangi di Mars.
- I developed multiple job systems and an in-game accessory system, contributing to the gameplay depth and player customization experience.

Jualan Simulator

- My debut project in the game development industry, this was my first Roblox game to gain significant player traction.
- It's a food-selling simulation game where players gather ingredients, cook dishes, and sell them to customers. The game features an upgrade and progression system, as well as unlockable accessories and decorations for the player's stall.

Jualan Simulator 2

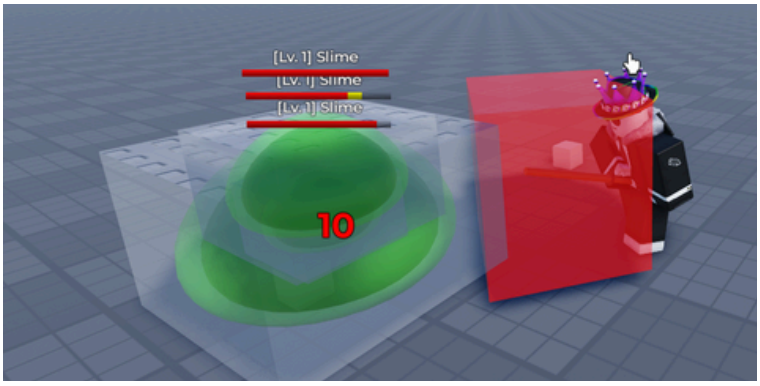
- The sequel to Jualan Simulator, featuring an entirely new map and several new features not present in the first game, improving the gameplay and expanding player possibilities.

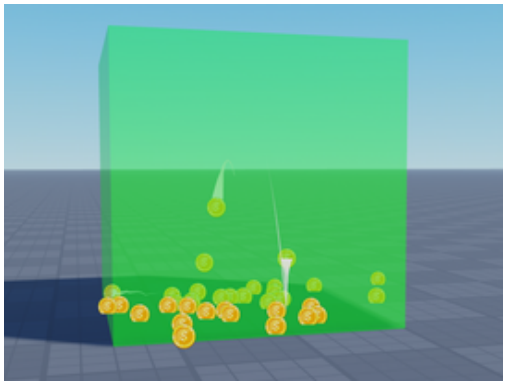
The Unseen

- My first team-developed horror game.
- I served as the main scripter, building nearly all major systems including pathfinding, room creation, shop, backpack system, and dialogue system, ensuring an immersive and tense horror gameplay experience.

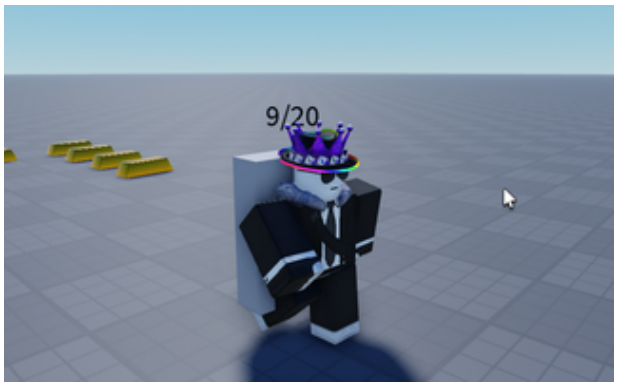
Past Works

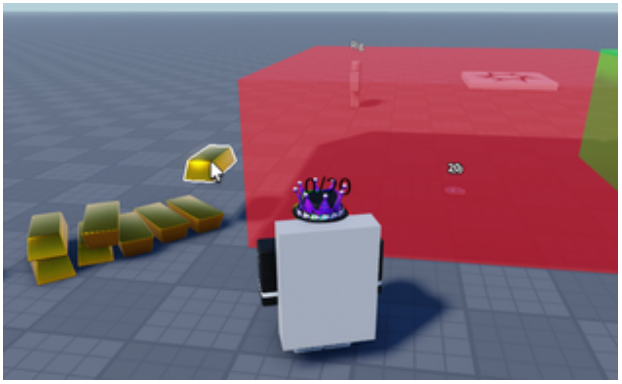
RPG Game



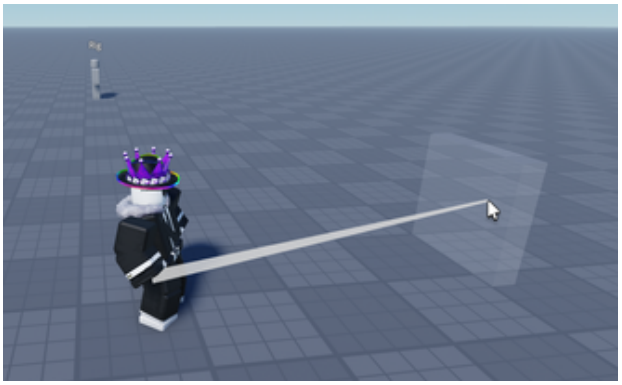


Deadrails Inspired

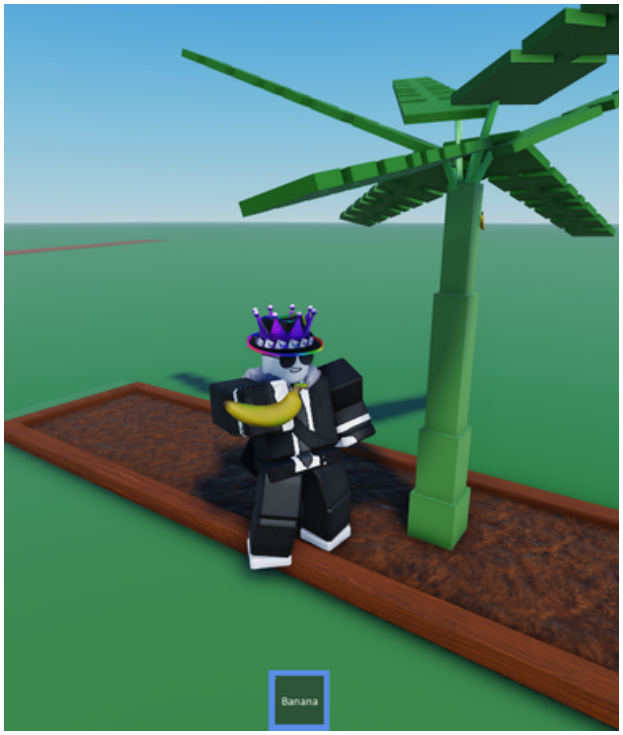




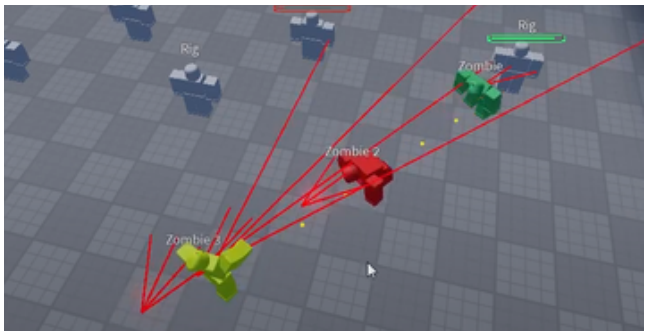
Squidgame Inspired



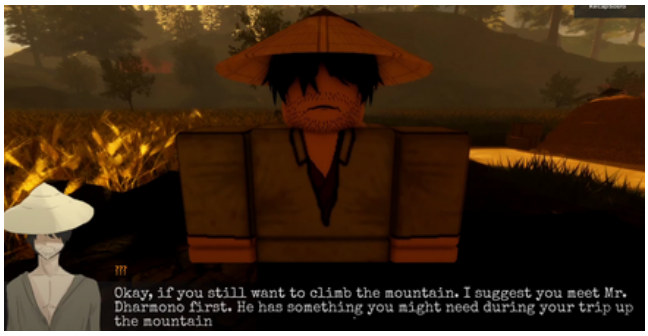
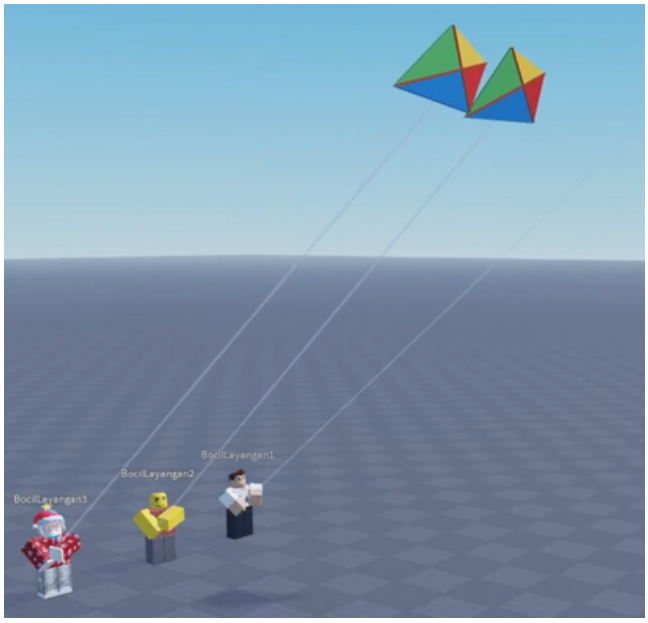
Grow A Garden Inspired



Advanced Zombie System



Dialogue



Advanced NPC System