

ALFA RIZQI

Indonesia, Jakarta

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Computer Science student at Universitas Pembangunan Nasional Veteran Jakarta, specializing in software and backend development. Passionate about Augmented Reality, Virtual Reality, and Game Development.

SKILLS

- HTML & CSS
- PHP
- JAVASCRIPT
- JAVA
- UNITY
- C#
- MySql
- PostgreSql

EDUCATION

SMAN 87

2018 - 2021

UNIVERSITAS PEMBANGUNAN NASIONAL VETERAN JAKARTA

Bachelor of Computer Scienc in Informatics

2021 - Present

ORGANISATIONAL EXPERIENCE

SCIENTIFIC YOUTH GROUP

2020

The Scientific Youth Group leader oversees research for teenage scientific projects.

PROJECTS

TAC-TIX

HTML, CSS, PHP, MYSQL

Tac-Tix is a cinema ticket purchasing website designed for the convenience of buying tickets with options for selecting films, seats, and payment methods

<https://github.com/AlfaRiz011/Ticketing-Movies>

CAMP MASTERY

Java, Android Studio, Sqlite

CampMastery is a meticulously designed mobile app for easy access to detailed bootcamp information. Created in Java, it employs Object-Oriented Programming (OOP) principles for an organized and flexible code structure

<https://github.com/AlfaRiz011/CampMastery>

PARKING SYSTEM REST-API

JavaScript, Express, Swagger, Postgresql

This is a REST API that can be utilized in the parking system development process, offering services for the creation, modification, retrieval, and deletion of user data, parking spaces, and transactions

<https://github.com/AlfaRiz011/node-parkir>

VR ART EXHIBITION

UNITY, C#

This application is an implementation of virtual art exhibitions. Users can interact with various art objects, ranging from paintings to sculptures. Build with Object Oriented Programming that handle objects and UI

<https://github.com/AlfaRiz011/vr-art-exhibition>

AR STUDENT STUDY GROUP INTRODUCTION SYSTEM

UNITY, C#

It is an augmented reality application designed for mobile devices, utilized for student study group introductions. Equipped with 3D objects as AR targets, it incorporates text, audio, and video introductions

<https://github.com/AlfaRiz011/ar-SiPeKa>

TRESLORES RPG TURNBASED GAME

UNITY, C#

This is an enthusiastic project in the making of a 2D role-playing game demo. It features turn-based combat, puzzle-solving, and character specialization. Build with Object Oriented Programming that handle objects and UI

<https://github.com/AlfaRiz011/treslores-turnbased-game>
