

# FALDI RAMADHAN FIRMANSYAH

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Tasikmalaya, Indonesia 46122

Fresh graduate in Informatics Engineering with a specialization in Multimedia and Game Technology, graduated with honors (GPA 3.53/4.00). Possesses a strong passion for creating visual and interactive experiences through graphic design, animation, and the development of educational games and immersive technologies such as Augmented Reality (AR). During studies and professional experience, developed Android educational games such as Dinosawr with the application of the Fisher-Yates Shuffle and Brute Force algorithms, contributed to the Cikrun's New World Adventure project, served as an AR instructor at IT Bootcamp 2025, and taught at SMK and LKP Dadaha Informatik. Skilled in game development (Unity, Visual Studio), graphic design and UI/ UX (CorelDraw, Photoshop), and AR/ VR- based educational multimedia. Ready to contribute innovatively and adaptively in a dynamic work environment, particularly in the fields of creative technology and digital education.

## Education

**Universitas Siliwangi - Tasikmalaya, Indonesia**

Sep 2020 - Aug 2025

*Bachelor of Informatics Engineering, 3.53/4.00*

- Majoring in Informatics Engineering with a focus on Multimedia Game Technology Studies.

## Work Experiences

**Universitas Siliwangi - Tasikmalaya, Indonesia**

Sep 2020 - Aug 2025

*Student Project*

- Making 2D Animation LOST IN THE WOODS: A TALE OF FRIENDSHIP WITH A CUTE MOSTER.
- System Management Coffe Shop.
- Management App for ZIS (Zakat Infaq and Shodaqoh).
- Implementation Of The Fisher-Yates Shuffle And Brute Force Algorithms In Android-Based Educational Games.
- Trainer Augmented Reality | IT Bootcamp 2025.

**PT. Ruang Teknologi Nusantara -Tasikmalaya, Indonesia**

Aug 2023 - Oct 2023

*Internship*

- Innovative Game Developer at PT. Ruang Teknologi Nusantara, adept at merging technical prowess with creativity to deliver captivating and cutting-edge gaming experiences.
- I conceptualized and developed the immersive gaming experience, 'Cikrun's New Word Adventure,' showcasing my innovative approach to game design and programming prowess.

**Cv. Bastohags - Tasikmalaya, Indonesia**

Mar 2023 - May 2023

*Host Live*

- Hosted live sessions on TikTok, and Shopee to promote products, engage audiences, and deliver creative, persuasive content supporting digital marketing strategies.
- Increased audience reach, improved engagement, and boosted conversion rates through consistent and interactive live broadcasts.

**SMK TI Dadaha Informatik - Tasikmalaya, Indonesia**

May 2023 - Jul 2025

*Teaching Staff*

- Taught and guided students in using CorelDRAW and Adobe Photoshop, covering both basic and advanced techniques to develop creative and technical design skills.
- Possess strong knowledge of the latest technology and multimedia concepts, including practical expertise in camera operation and visual content production.
- Helping students develop creativity, problem-solving skills, and readiness for the industrial world.

Instructor

- Provided Microsoft Office training for elementary school students, focusing on Word, Excel, and PowerPoint with interactive and practical learning methods.
- Delivered Junior Graphic Designer program instruction at a private vocational training center, covering design fundamentals, CorelDRAW, Photoshop, and industry-relevant skills.

Senior Computer Technician - Tasikmalaya, Indonesia

Jan 2023 - Present

Technician

- Handling hardware/software repairs, system troubleshooting, and data recovery onsite.

SF Computer Rescue - Tasikmalaya, Indonesia

Jan 2023 - Present

Social Media Content Specialist

- Managed and scheduled creative content for Instagram and TikTok to enhance brand engagement and reach.
- Created visual and video assets aligned with brand identity and target audience trends.
- Collaborated with the design and marketing team to develop campaigns and promotional materials.

SF Computer Rescue - Tasikmalaya, Indonesia

Jan 2023 - Present

Finance Administrator

- Handled financial records, expense tracking, and administrative documentation to support daily operations.

Augmented Reality | (HMIF) IT Bootcamp 2025

May 2025 - Jun 2025

Tasikmalaya, Indonesia

Trainer

- Introduction to basic AR concepts and their implementation in various industries.Demonstration of tools and frameworks for AR development (such as Unity & Vuforia).
- Case studies and hands- on practice in creating simple AR applications.Interactive discussions and Q&A sessions with participant.

Organizational Experience

Himpunan Mahasiswa Informatika (HMIF) - Tasikmalaya, Indonesia

Jul 2022 - Aug 2022

Event Organizer

- Design posters, and digital content for social media and internal use.
- Document activities through photography and video during onboarding events.

Expert Staff Badan Legislatif Mahasiswa Fakultas Teknik - Tasikmalaya, Indonesia

Sep 2021 - Jan 2022

Expert Staff Komisi IV - Advocacy and Aspirations Mahasiswa

- Facilitated policy advocacy and student aspiration channels through strategic forums and discussions.

Abilities, Awards, and Competitions

- **Trainer** © (2025): Augmented Reality | (HMIF) IT Bootcamp 2025
- **Instructor Upgrading** © (2024) : Junior Graphic Designer Program (Private LPK Training Institutions) Kementrian Ketenagakerjaan Republik Indonesia
- **PT.RUANG TEKNOLOGI NUSANTARA** © (2024): Junior Game Develover
- **Interpersonal Skills** : Communication, Public Speaking, Leadership, Team Work, Critical Thinking, Problem Soulving.
- **Technical Skills** : C#, C+ +, JavaScript, CSS, HTML, MySQL, PHP, Unity, Creative, Conten Making, Conten Creator, Conten Writing, Human Resources, Social Media Managing, Microsoft Office, Management Software, Management Hardware, Editing Video, Ilustrator digital, Game Programmer, Web Programmer, Animasi 2D, UI/UX Designer, Augmented Reality (AR), Virtual Reality (VR).