

# Maulana Rizwan Ahmad

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A highly motivated Informatics student at President University with a concentration in Game Development. Passionate about creating immersive games using Unity, Blender, Aseprite. Looking for an opportunity to apply my technical and creative skills in a professional game development environment.

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## Education

President University Sep 2023 - Present  
Bachelor of Informatics - Game Development,  
Current GPA : 3.51/4.00

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## Technical Skills

- Game Engines: Unity (C#)
  - Programming Languages: C#, Java, Python, HTML, CSS, JavaScript
  - 3D Modeling & Animation: Blender (low poly, rigging, animation)
  - 2D Modeling & Animation: Aseprite (pixel design and animation)
  - Mobile Development: Android Studio (Java)
  - Version Control: GitHub
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## Project Experience

- The Everlasting Love – Aseprite, Renpy Jun 2025 – Present
  - Designed The 2D Pixel for Game Character and Environment
  - Created the Game Mechanics using python
  - Coordinated all of the division for this project
- Japanese Learning Language – Aseprite Apr 2025 – Present
  - Designed the 2D Pixel Character and Animation.
  - Designed the 2D Pixel for the environment game.
- Cyber Educational Games – Unity Mar 2025 – Jun 2025
  - Created the Game mechanics for the last level.
  - Debugging the last level.
- RATURU : HOME FEVER – Unity, Blender Feb 2025 – Mar 2025
  - Created a 3D low poly design for the Game Environment
  - Created the Game Icon
  - Created the thumbnail for the Game

- Abyss Walker – Unity, Aseprite Feb 2025 – Feb 2025
    - Designed the 2D Pixel Character, Animation, and Environment.
    - Created the game Mechanics using C#.
    - Debugging the Game.
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## Work Experience

- Quality Assurance at PT. TENMA INDONESIA Sep 2022 - Sep 2023
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## Achievement

- Top 3 Most Favorites at GIMJAM ITB 2025
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## Organization Experience

- PUFA Computer Science (Vice Division of Art and Sport)
  - Assisted the Division Head in managing and organizing creative and sports-related activities that encourage students to explore their talents in visual arts and athletics. Responsible for coordinating team members, supporting event execution, and ensuring smooth internal communication. Contributed to idea development, activity planning, and post-event evaluations to enhance student engagement in both artistic and athletic fields.
- Project Manager of CSGO 2025 (PUFA Event)
  - Led the end-to-end planning and execution of a major department-wide event combining physical sports and e-sports competitions. Oversaw cross-functional teams, managed timelines and budgets, and ensured smooth coordination across all divisions. Successfully delivered an engaging and inclusive experience that fostered teamwork, competitive spirit, and community among Computer Science students.
- PUMA Informatics (Vice Division of Art and Sport)
  - Supported the Division Head in planning and executing arts and sports programs aimed at nurturing non-academic talents among Informatics students. Coordinated internal teams, assisted in managing events, and ensured smooth communication and collaboration. Contributed to creating a dynamic and inclusive environment for students to express their creativity and athletic interests.