

MUHAMMAD IQBAL ANDRIANSYAH

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5th-semester student majoring in Game Technology at the Electronic Engineering Polytechnic Institute of Surabaya (PENS). Has a strong interest in game design and development. Experienced as a Game Designer for approximately 3 years. Skills gained include designing engaging gameplay mechanics, balancing challenging levels, developing compelling narratives, prototyping concepts, and adapting to diverse game genres and styles.

EDUCATION

SMAN 1 GEDANGAN Math & Science	Sidoarjo, East Java 2019-2022
POLITEKNIK ELEKTRONIKA NEGERI SURABAYA Game Technology	Sidoarjo, East Java 2022-Now

EXPERIENCE

PROJECT

- **Clash of Nusantara (Board Game):** As Game Designer **2022**
 - Design core gameplay mechanics, dice-based rules, combat system, win-lose condition, tiles layout, and competitive features to create engaging RPG board game.
- **Nusa` s Herb (Finalist GEMASTIK 2023):** As Game Designer **2023**
 - Design core gameplay mechanics like ingredient selection, crafting, and selling traditional Indonesian herbal drinks (jamu), with educational elements, customer interaction, satisfaction systems, and rules for scoring and win-lose conditions.
- **Khodam Knight Battle:** As Project Manager and Lead Game Designer. **2023-2024**
 - Design core gameplay mechanics, map design, character progression, quest systems, and incorporate Indonesian mystical mythology into character, enemy, and world design.
 - Plan the development timeline, coordinate the team across roles (design, art, programming), ensure effective communication, and oversee progress through regular updates and stakeholder meetings.

GAME JAM

- **Dipo's Dream (Game Jam Internal PENS):** As Game Designer **2023**
 - Design core gameplay mechanics like character movement and win-lose conditions, create engaging levels with challenging obstacles, and define character models and power-up mechanics.

ORGANIZATION

BADAN SEMI OTONOM GAME TECHNOLOGY Head of the Department Arts and Sports	2023-Now
<ul style="list-style-type: none">• Lead and manage all activities related to arts and sports within the organization, ensuring alignment with the organization's vision and objectives.• Design and oversee creative programs and sporting events, such as competitions, exhibitions, or workshops.• Promote arts and sports initiatives to foster community building within the organization and increase participation in extracurricular activities.• Work closely with other departments and external partners to integrate arts and sports elements into broader organizational activities, including game design projects.	

Head of the Human Resources Development Department

- Lead the recruitment process to identify and onboard skilled members for various roles within the esports team, ensuring a balanced team structure.
- Organize and implement training programs to enhance members' skills, both in esports-related areas (game strategies, teamwork, etc.) and personal development (leadership, communication, etc.).
- Monitor the performance of members, providing regular feedback and conducting performance reviews to track progress and identify areas for improvement.
- Develop long-term strategies for member development, recruitment, and retention to ensure the continuous success and growth of PENS Esports.

SKILLS

- Hard Skills: Mechanics Designer, Level Designer, System Designer, and Narrative Designer.
- Soft Skills: Collaboration & Communication, Problem Solving, Leadership, Teamwork, and Able to adapt.
- Tools: Notion, Unity, Discord, Miro, ChatGPT, Figma, Draw.io, Telegram, Nuclino, Google Drive, and Whimsical.