

# RIOVALDO ARION DARENDRA

## Game Developer

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## SUMMARY

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Final-year D4 Animation student (GPA 3.79) with hands-on experience developing educational Roblox games and Unity prototypes. Skilled in Lua, C#, Roblox Studio, and Unity Engine. Currently enhancing skills through AI Engineer scholarship. Seeking Game Programmer or Gameplay Programmer roles in edtech/gaming studios.

## EDUCATION

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### CODING CAMP POWERED BY DBS FOUNDATION (February 2026 - Present)

AI Engineer Scholarship Program

Relevant: AI Fundamentals, Python Programming, Machine Learning Basics

### UNIVERSITAS NEGERI MALANG (2023 – Present)

Diploma 4 (D4) in Animation – GPA 3.79/4.00

## SKILLS

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| <ul style="list-style-type: none"><li>• Unity Engine</li><li>• Roblox Studio</li><li>• C#</li><li>• Lua</li><li>• Python</li></ul> | <ul style="list-style-type: none"><li>• Git</li><li>• Visual Studio Code</li><li>• AI Fundamentals</li><li>• Programming Logic</li><li>• Machine Learning Basics</li></ul> | <ul style="list-style-type: none"><li>• Team Collaboration</li><li>• Time Management</li><li>• Problem-Solving</li></ul> |
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## EXPERIENCE

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### LET'S PLAY INDONESIA – Malang, Indonesia

Game Developer (September 2025 – March 2026)

- Developed educational Roblox games using Lua scripting, with a focus on creating interactive mechanics and features that simulate scenarios for learning Indonesian culture, traditions, and values to engage users in meaningful, game-based education.
- Collaborated with multidisciplinary teams to iterate on game designs, incorporating user feedback and educational objectives, resulting in polished prototypes that enhanced player retention and learning outcomes.
- Completed projects within agreed deadlines, including revisions and requirements that had been established.

### FREELANCE

Freelance Game Developer (2023 - 2025)

- Created game prototypes tailored for university students and teachers, focusing on educational or interactive concepts to support academic and learning purposes.
- Completed projects within agreed deadlines, including revisions and requirements that had been established.
- Responsible for the entire workflow, from the planning stage to final completion.

## MY PROJECTS

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### Global Game Jam Malang 2026 (Jan 2026)

Lead 2D Artist & Game Developer (Team Project)

- Created and designed pixel art style game assets as the lead artist.
- Assisted with core game development and programming tasks throughout the game jam.

### Project Parkour-Shooter (May 2025)

Solo Developer (Personal Project)

- Managed the entire project workflow independently, from the initial concept stage to releasing the demo on itch.io.
- Programmed core gameplay mechanics, focusing specifically on parkour movement and shooting systems.

### **Precision Shooter (May 2025)**

Solo Developer (Final Exam Project)

- Developed an FPS game prototype within a strict 2-week timeframe.
- Created and implemented precise shooting mechanics.

### **Crossing The Road Project (Mar 2025)**

Solo Developer (Personal Project)

- Built a 3D casual game from scratch.
- Created character movement mechanics and a dynamic obstacle spawning system.

### **TSA Game Fest 2024: "WARNETRA" (Jul 2024)**

2D Artist & Participant (Team Competition)

- Collaborated within a multidisciplinary team to develop a functional game prototype from scratch in 10 days.
- Provided active technical feedback to ensure visual assets were seamlessly implemented by the programming team.