



# MUHAMMAD AZQI MADANI ARDAN

Web Developer



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## Contact



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## Social Account



[Muhammad Azqi Madani  
Ardan](#)

## Soft Skill

- Time Management
- Problem Solving
- Flexibility

## Hard Skill

- Algorithm
- Object-oriented programming (OOP)
- Database Management

## About Me

Beginner Web Developer with experience in building responsive websites and web applications using HTML, CSS, JavaScript, and frameworks such as Laravel and React. Understands the fundamentals of UI/UX design, REST APIs, and deployment to hosting or VPS environments. Familiar with Git for version control and capable of developing interactive features that are efficiently integrated with backend systems.

## Education

### Vocational High School

SMK Wikrama Bogor  
Software and Game Development  
2022 - 2025



## Professional Experience

### Full-Stack Developer (Internship)

**PT Industri Kreatif Digital | January 2024 – June 2024**

Responsible as a Full-Stack Developer in developing web applications using Laravel, including:

- Legalisasi App – A system for managing Cooperation Agreements (SPK) and handling server service orders.
- Guest Book Data Center – A check-in & check-out system for recording guest visits to the data center.

Handled backend & frontend development, database optimization, API integration, and deployment to the production server.

### Global Game Jam 2025 - Unity Game Developer | January 2025

I developed a game using Unity and C# within 48 hours, focusing on game mechanics, features, and optimization. Collaborated with designers and artists, enhancing rapid prototyping, teamwork, and problem-solving skills.

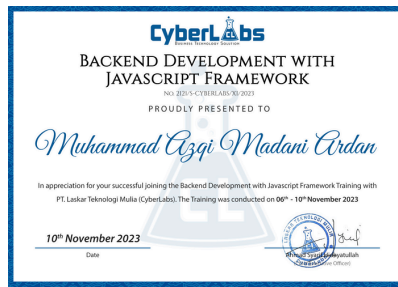
## Tech Skills

- Laravel
- Javascript
- PHP
- C#
- Unity
- React
- Mysql

## Certificate



**Occupational Health and Safety Training (2022)**



**Back-End Development with Javascript Framework Training (2023)**



**Front-End Development with Javascript Framework Training (2023)**



**Github Development Course (2023)**



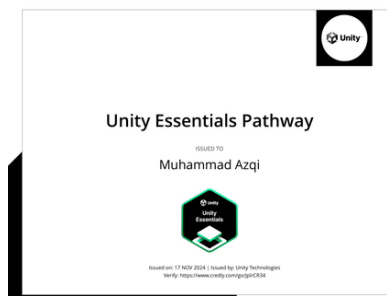
**Beginner Back-End Development Course (2024)**



**Beginner Front-End Development Course (2024)**



**Javascript Language Course (2024)**



**Unity Essential Pathway Training (2024)**



**Participian of Global Game Jam Bogor 2025 (2025)**



**Participant of Seminar IGDx Career (2025)**

### **Company Website - Frontend Development (January 2023 - February 2023)**

#### **-PT.Wan Teknologi**

A Website Using VueJS, Express Js and API as the basis for creation.

A website uses CSS and Bootstrap as the basis for its appearance.

Presents the Default Website regarding the Company's blog

### **Default Apotek App - Web Development (March 2023 - April 2023)**

A pharmacy website that uses a PHP system based on the Laravel framework, in the form of middleware, authorization and authentication

### **Legalization App - Web Development (January 2024 - April 2024)**

#### **-PT.Industri Kreatif Digital**

Cooperation Agreement (SPK) management system and server service order handling

### **Guest Book App- Web Development (May 2024 - June 2024)**

#### **-PT.Industri Kreatif Digital**

A website using Laravel as framework and php as main language to make a check-in & check-out system for recording guest visits to the data center.

### **Portal Berita - Web Development (July 2024 - August 2024)**

A Website using Laravel Breeze and Rect to make a Portal Berita for get a new news,make a news and edit

### **EKSIS (Eskul Senbud) Website - Web Development & UI Design (July 2024 - January 2025)**

A Website using React as Front-End styling with tailwind.css and Laravel as Back-End purpose to make a attendance system ,Achievement system and Activity System

### **Unity Essential - Unity Development (August 2024 - September 2024)**

A Game from unity Learn to implement a unity essential using Unity as Engine and C# as a primary language

### **Pokemon Game - Unity Development (October 2024 - November 2024)**

A Turn Based Game using Unity as Engine and C# as a primary language

### **Ratogami (2D Adventure) - Game Development (February 2025 - March 2025)**

A 2D Game using Unity as Engine and C# as a primary language.The mechanic is unique because the player can transform to any object with origami paper.