

# Randy Hendriyawan

*Game Developer & Software Engineer*

Creating immersive experiences through code and creativity.

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## Profile

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Undergraduate student in Informatics Engineering at Institut Teknologi Sumatera (ITERA) with strong interest in game development, full-stack web development, and interactive media. Experienced in building gameplay mechanics, AI-driven applications, and web platforms by combining clean, maintainable code with user-centered design. Actively involved in student initiatives, content creation, and technology-based community projects.

## Skills

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### Technical

JavaScript, TypeScript, React, Node.js, Python, C++, C#, Unity (C#), PHP (Laravel), MySQL, MongoDB, OpenCV, PyTorch, Three.js

### Soft Skills

Problem Solving, Team Collaboration, Communication, Critical Thinking, Time Management

## Education

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### Institut Teknologi Sumatera (ITERA)

Bandar Lampung, Indonesia

Undergraduate Student, Informatics Engineering

Focus on software development, game technology, machine learning, and web engineering.

## Experience

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### Website Division – Public Relations

2024 – 2025 (ongoing)

Informatics Department, ITERA

Bandar Lampung, Indonesia

- Managed and published news and academic articles for the department website.
- Improved content accessibility and overall presentation to support outreach.
- Collaborated with student teams to maintain and update website content and structure.

### Assistant Practicum – C++ Programming

2025

Institut Teknologi Sumatera (ITERA)

Bandar Lampung, Indonesia

- Guided first-year students in C++ programming fundamentals and lab exercises.
- Helped design, review, and evaluate weekly lab assignments.
- Supported collaborative learning and problem-solving during practicum sessions.

### Website Division – Accreditation Team

2024

Informatics Department, ITERA

Bandar Lampung, Indonesia

- Built and maintained the study program website to support accreditation goals.
- Ensured content alignment with academic accreditation standards and documentation needs.
- Structured data and information to be easily reviewed by assessment teams.

**PDD Division – Community Service Program (KKN)** 2025  
Institut Teknologi Sumatera (ITERA) Desa Galih Lunik, Lampung Selatan, Indonesia

- Led the PDD (Publication, Documentation, and Design) division during KKN activities.
- Coordinated documentation, information flow, and media for community projects.
- Supported communication between student teams and local residents.

**Group Guide – Campus Orientation** 2024  
Institut Teknologi Sumatera (ITERA) Bandar Lampung, Indonesia

- Mentored new students during campus orientation and academic adaptation.
- Introduced campus facilities, activities, and basic academic information.
- Facilitated group coordination and helped freshmen adjust to campus life.

**Content Editor – Al-Faris Organization** 2020 – 2021  
SMAN 3 Medan Medan, Indonesia

- Created digital content and led campaigns that increased engagement.
- Managed editorial content across social media platforms.
- Developed visual and written materials to support outreach initiatives.

## Selected Projects

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**SkinEd: AI Skin Type Detection** 2024 – 2025  
*Machine Learning, Computer Vision, Health Tech*

- Built an AI-powered facial skin classification system using ResNet50 and transfer learning to classify normal, dry, and oily skin.
- Implemented inference pipeline with PyTorch, Flask, and OpenCV including Haar-Cascade-based face detection.
- Achieved high evaluation performance with ROC-AUC > 0.90 for all classes and showcased the system at Informatics Expo ITERA 2025.
- **Tech:** Python, PyTorch, ResNet50, Flask, OpenCV, HTML/CSS/JS

**Sumateran Roar** 2025 – Present  
*Game Development*

- Developed an asymmetric multiplayer horror game inspired by Dead by Daylight, set in Sumatra.
- Implemented core gameplay systems including movement, interaction, role logic, and objective flow using Unity C# and Network Game Object (NGO).
- Showcased at Informatics Expo ITERA 2025; nominated for Popular Games (Top 3 by votes) and Best Games (Top 4 by lecturer evaluation).
- **Tech:** Unity, C#, Network Game Object (NGO), Blender

**Too Much Pixels** 2025  
*2D Top-Down Survival Game*

- Created a 2D top-down survival pixel-art game with cooperative gameplay and retro aesthetics.
- Designed levels and mechanics supporting both single-player and co-op modes.
- **Tech:** Python, Pygame, Aseprite, Tiled, Git

**Pic-Sorter** 2025  
*Desktop Utility Application*

- Built a tool for automatic image organization and tagging via a simple GUI.
- Helped users save time by automating repetitive sorting tasks.
- **Tech:** Python, Tkinter

**Project DigiVill** 2025  
*Web Platform for Local MSMEs*

- Developed a web platform to promote local village MSMEs and digital products.
- Supported easier access to local products and increased online visibility for small businesses.
- **Tech:** React, JavaScript, Node.js, Express, MongoDB

### **Weather at a Glance (WAAG)**

2025

*Web Application*

- Created a real-time weather dashboard using OpenWeatherMap API.
- Implemented city search, detailed weather visualization, and responsive UI.
- **Tech:** React, JavaScript, OpenWeatherMap API

## **Additional Information**

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### **Interests**

Game development, interactive storytelling, applied machine learning, web engineering, digital media, and educational technology.