

Randy Hendriyawan

Game Developer & Software Engineer

Creating immersive experiences through code and creativity.

randyhendriyawan@gmail.com | github.com/Randyh-25 | linkedin.com/in/randyhendriyawan/
| **Phone:** 083193346606

Profile

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

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

Institut Teknologi Sumatera (ITERA)

Bandar Lampung, Indonesia

Undergraduate Student, Informatics Engineering

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

Experience

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

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

Interests

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