RIZKY HALZAH FEBRIANTO
Backend Game Developer **|** Front End Web Developer

✉ rizkyhalzah154@gmail.com

📞 +62 813-3152-3193

PROFILE

Backend-focused game developer specializing in core gameplay systems using Unity and C#.
Experienced in building scalable game architectures and gameplay mechanics.
Also proficient in frontend web development, creating responsive interfaces using HTML, and CSS, Additional experience includes 3D asset creation using Blender.

EXPERIENCE

Backend Game Developer **|** Self-Project **|** 2024 – Present

- **Gameplay System:**
  - Developed core gameplay systems using Unity and C#
  - Implemented enemy AI behavior (patrol, chase, attack)
  - Built raycast/trigger-based detection and pathfinding
  - Created scalable data management system for player scoring

3D Design Model **|** Self-Project **|** 2024 – Present

- **3D Design & Modeling Blender (Additional Skill):**
  - Modeled 3D environments for in-game use (buildings, gas stations)
  - Exported assets to FBX/OBJ with optimized scale for Unity integration

Frontend Web Developer **|** Self-Project **|** 2024 – Present

- **Frontend Web Developer:**
  - Developed responsive point-of-sale interface using React and Tailwind CSS
  - Built personal website using HTML, CSS, and JavaScript
  - Built personal project E-commerce Website using HTML, and CSS

EDUCATION

SMKN 1 BANYUWANGI | (2020-2025)
Pengembangan Perangkat Lunak Dan Gim

SKILL

Languages : Bahasa Indonesia (Native), English (Fluent)
Software : Unity, Visual studio Code, Belnder
programming Language : C#, HTML, CSS