RIZKY HALZAH FEBRIANTO

Game Developer **|** Front End Web Developer

✉ rizkyhalzah154@gmail.com

☎ +62 813-3152-3193

PROFILE

Game Developer specializing in core gameplay systems using Unity and C#. Experienced in designing scalable game architectures and implementing engaging gameplay mechanics.
Also proficient in frontend web development, creating responsive and dynamic user interfaces with HTML, CSS, JavaScript, React, and Tailwind CSS. Additionally skilled in 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):**
  - Modeling 3D Environments for in-game use (buildings, gas stations)
  - Modeling 3D Environments for AR Game use (Food And Beverage/PictoGrafest)
  - 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 | (2023-2025)
Pengembangan Perangkat Lunak Dan Gim

SKILL

Languages : Bahasa Indonesia (Native), English (Fluent)
Software : Unity, Visual studio Code, Blender
programming Language : C#, HTML, CSS, Java Script
Frameworks & Libraries : React, Tailwind css

LINK

https://iaan-portfolio.vercel.app/