

RIDHO DWI ANANTA

Surabaya, East Java, Indonesia • ridhodwia4@gmail.com • + 6287777177892

A 20-year-old undergraduate game technology student at Politeknik Elektronika Negeri Surabaya (PENS) with a strong interest in working in the game development field, particularly game programming using the Unity engine. I am also a Unity Certified Associate Programmer. I have experience working effectively in teams and possess strong communication skills.

ORGANIZATIONAL EXPERIENCE

JAPANESE CLUB

SMAN 1 PURWAKARTA

Secretary

2020 - 2021

- Organized online extracurricular meetings
- Managed participant's attendance
- Created several learning materials

BADAN SEMI OTONOM GAME TECHNOLOGY

Politeknik Elektronika Negeri Surabaya

"Dalam Negeri" – Junior Staff

2023 - 2024

- Created several survey forms
- Managed several campus events

"Dalam Negeri" – Senior Staff

2024 - Now

- Created several survey forms
- Managed several campus events
- Chairperson of a work program "Delisa – Dengar Keluh Kesah Mahasiswa"

EDUCATION

POLITEKNIK ELEKTRONIKA NEGERI SURABAYA

Surabaya, East Java

Game Technology

2022 - Now

GPA: 3.77

SKILLS

- Hard Skill: Game programming in Unity, C#, graphic design, and UI artist
- Soft Skill: Critical thinking, problem solving, teamwork, and communication
- Software: Unity, Visual Studio Code, Adobe Illustrator, and Notion

PROJECT

TRAVEL AROUND INDONESIA

2022

Board Game

- Created and designed the core of the game
- Created several components of the board game

MAGO THE GREAT

2023

Digital Game

- Created and designed the core of the game
- Programmed the entire game
- Created several UI components
- Implemented art assets into the game

A CAT'S TAIL

2023 - 2024

Digital Game

- Lead programmer
- Programmed most of the game, such as mechanic and system
- Created several UI components
- Implemented art assets into the game

HOLIDAY TRIP

2024

Digital Game

- Programmed several game mechanic and system
- Conducted game testing to identify and report bugs
- Implemented art assets into the game

PROJECT GROW

2024

Digital Game

- Programmed several game mechanic
- Conducted game testing to identify and report bugs
- Implemented art assets into the game