Ridwan Yoga Suryantara

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EDUCATION

Universitas Negeri Semarang (UNNES) — Semarang, Indonesia
Bachelor of Information Systems (Semester 1) — *Aug. 2025 – Present*
Relevant Coursework: Introduction to Programming, Introduction to Management, Information System Concepts.

Dicoding Indonesia — Remote
IDCamp 2025 Participant - AI Android Developer Path — *Oct. 2025 – Present*

EXPERIENCE

Fuenzer Apps — Remote
Founder & Android Developer — *Dec. 2025 – Present*
- Spearheaded the development of mobile applications focused on utility and productivity tools for the Android ecosystem.
- Designed and developed **Quantix**, a multi-functional calculator app using **Kotlin** and **Android Studio**.
- Established branding and deployed a dedicated landing page to enhance product visibility and user acquisition.

Fuenzer Studio — Remote
Founder & Lead Game Developer (Roblox) — *Dec. 2025 – Present*
- Founded a game development group creating immersive experiences on the Roblox platform using **Luau**.
- Engineered complex game mechanics for *100 Floors Honeycomb Maze, Mosque, and Talk to David*, utilizing **TweenService** for UI animations and **DataStore** for persistent player progression.
- Managed version control and collaborative development workflows within Roblox Studio.

PROJECTS

Personal Portfolio | *React, TypeScript, Tailwind CSS, Supabase, n8n* — Jan. 2026 – Present
- Developed a high-performance personal portfolio website deployed on Netlify to showcase technical achievements.
- Implemented **Supabase** as the backend, utilizing **Row Level Security (RLS)** to ensure data privacy.
- Automated data aggregation pipelines using **n8n** to fetch and display real-time statistics from GitHub, Roblox APIs, Microsoft Learn, LinkedIn, LeetCode, HackerRank, Google Developer, CognitiveClass, SoloLearn, freeCodeCamp, Coursera, and Dicoding.

CLI Task Manager | *Rust, Cargo* — Dec. 2025
- Built a command-line interface (CLI) application for task management to learn memory safety concepts in **Rust**.
- Implemented CRUD operations with optimized resource usage, demonstrating foundational systems programming skills.

Ballon d'Or Awards Apps | *Kotlin, XML, Android Studio* — Dec. 2025
- Developed a native Android app to showcase the award-winning history of football, adhering to Material Design principles.
- Implemented **RecyclerView** with efficient ViewHolder patterns to ensure smooth scrolling performance for data lists.
- Utilized **Explicit Intents** and **Parcelable** interface for seamless data transmission between activities.

TECHNICAL SKILLS

Languages: Kotlin, Luau, TypeScript, JavaScript, Python, Rust (Basic), C++, SQL (PostgreSQL, MySQL)
Frontend & Mobile: React, XML, Tailwind CSS, Figma
Backend & Cloud: Supabase, Node.js, Docker, Netlify, Microsoft Fabric
Data & Automation: n8n, Power BI
Developer Tools: Git, GitHub, Android Studio, VS Code, Roblox Studio