

## **Personal Information**

**Full Name**

Febriyana (Febri)

**Birth place/date**

Cilacap – Februari, 26<sup>th</sup> 1989

**Gender**

Woman

**Nationality**

Indonesian (WNI)

**Address**

Jl. Kebon Nanas Utara No. 39, RT 011 RW 07. Cipinang Cempedak.  
East Jakarta – Indonesia 13340

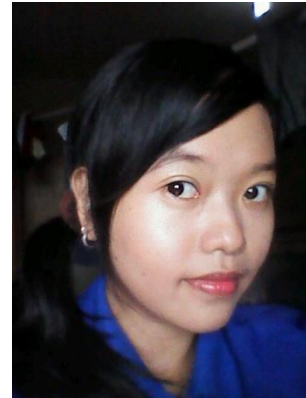
**Mobile Number**

+62 852 1001 3944

**Mail & Social Media**

Email – [febzlicious1@gmail.com](mailto:febzlicious1@gmail.com)

LinkedIn - [id.linkedin.com/in/febzlicious/](https://id.linkedin.com/in/febzlicious/)



## **Education Background**

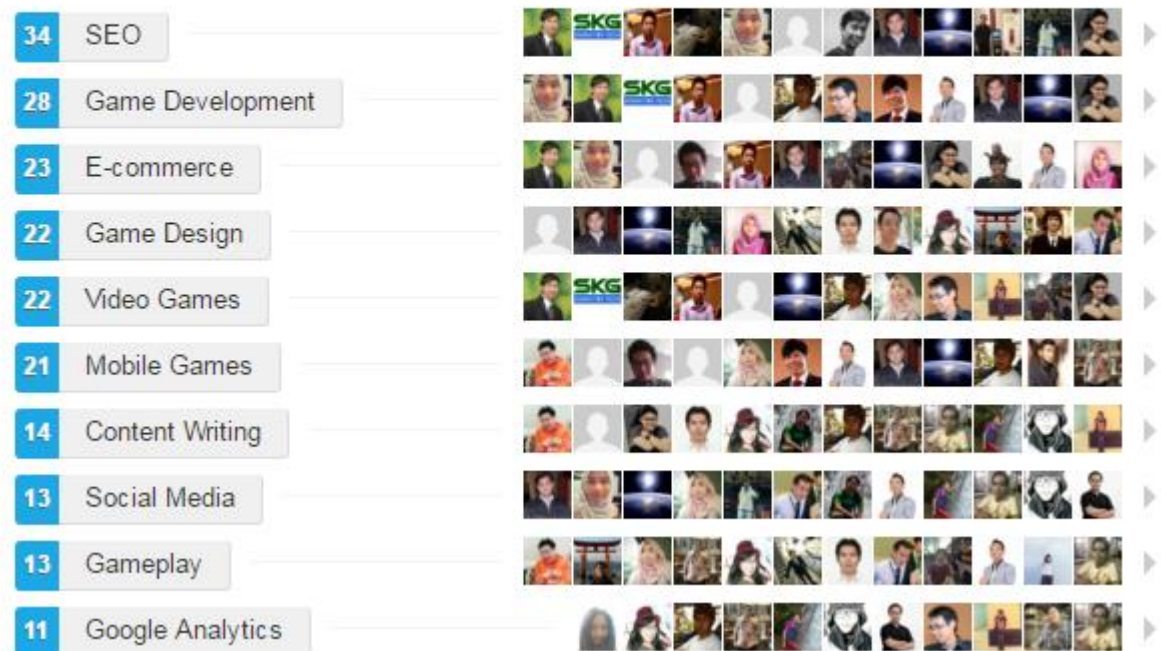
- ☞ SMEA. Cahaya Sakti (Graduate in 2007) : Majoring in Office Administration
- ☞ STMIK. Triguna (Graduate in 2014) : Bachelor of Computer Science (S.Kom)

## **Work Experience**

Period	Position	Company
Mei 2016 – present	SEO Specialist	PT. Bukalapak.com
Jan 2014 – August 2015	Localization Manager (ID)	Gamevil SEA
Feb 2013 – August 2013	Game Producer	TheMobileGamer
May 2011 – Jan 2013	SEO Specialist	KlikToday Indonesia
Jan 2010 – April 2011	SEO Specialist	PT. Mindreach Consulting
Jan 2009 – Dec 2009	Product Engineer	PT. Malacca eLab

# Skills & Endorsements

## Top Skills



## **Skill's description:**

- IT & Game Development
  - Project Management,
  - Time Planning,
  - Monitoring,
  - Motivating & Supervising,
  - Game Tester,
  - Research & Analysis,
  - Event & Content,
  - Community Management,
  - Game Content Localization.
- SEO
  - Planning and Implementing SEO Structures, Keyword Research, Analytics, Performance Report
- Social Media
  - Planning and schedule social media events
  - Answer Question from user through social media
  - Using different social media and tools to spread words about events / branding
- Operating System ( Win Xp, Win 7, Linux )
- Programming ( Basic C++, VB 6.0, VB.Net, PHP, MySql, HTML)
- Microsoft Office ( Word, Excel, Access, Power Point )
- Multimedia (Adobe Photoshop, Flash MX, Google Sketch Up )
- Content Writing

# Portofolio Related to Game Industry

## 1. Game Localization (Translation) I handled at Gamevil:



[Dragon Blaze](#) (RPG)



[Dungeon Link](#) (Puzzle RPG)



[Darkness Reborn](#) (RPG)



[Monster Warlord](#) (TCG Adventure)

[Zenonia S](#) (Action RPG)



[Kritika Mobile](#) (Action RPG)



[Elune Saga](#) (Strategy RPG)



## **Others:**

[Fantasy Warlord](#) (TCG);

[Spirit Stones](#) (Puzzle RPG);

[Summoners' War](#).

## 2. Mobile games I managed as Game Producer :

### a. Alqina Academy (Trivia Game) - <http://bit.ly/AlqinaAcademy>

Alqina Academy is a trivia game with magical school themed that available in mobile game platform KotaGames. The purpose of this game is to make a unique trivia game that not only entertain but also educated players. The content (questions and answers) in Alqina Academy will increase as long as there is a people who maintain it.



My role and jobs in Alqina Academy:

- Directly involved in pre-production development (game play design, UI design, scheduling development, assist and monitoring project development, test prototype, prepare beta test, prepare official launch)
- Manage post-production development (monitoring game and user, managing player's community through fan page, game balancing, event planning, weekly game's revenue reporting, manage and update game's contents)



- b. Demon Hunter (RPG game) - <http://bit.ly/KG-DemonHunter>

Demon Hunter is a RPG mobile game in KotaGames platform. This game has lots of loyal players. Although in Demon Hunter, I don't officially involve in pre-production development. I was able to learn the behavior on user in this game. I can say that this game is a good-simple mobile games that attracts lots of loyal player.



My role and jobs in Demon Hunter:

- Manage post-production development (monitoring game and user, managing player's community through fan page, game balancing, event planning, weekly game's revenue reporting, manage and update game's content)

- c. Aye! Captain - <http://bit.ly/Aye-Captain>

Aye! Captain is a RPG game with pirate theme. Player's role as a captain and Gather crew to be the most fearful pirates.



My role and jobs in Aye! Captain:

- Directly involved in pre-production development (game play design, UI design, scheduling development, assist and monitoring project development, test prototype, prepare beta test, prepare official launch)

### **3. Games articles I wrote**

- [5 Amazing Features That Players Love from Tree Of Savior 1st CBT](#) (mmosite) :  
1st Close Beta Test – Tree of Savior review article.
- [The Secret Behind Nicknames](#) (game8indo) :  
An article about nicknames, what is exactly nicknames means. Why nicknames is important to internet users and especially gamers.
- [HP 15-P230AX: Powerful Notebook for Multimedia and Gaming Lovers](#)  
A Review article about AMD Powered Notebook.

## **Digital Marketing Portofolio**

### **4. SEO websites I managed**

- a. <http://www.qualitytechnic.com/>
  - i. Main Keywords : Sewa AC, Rental AC
  - ii. Targeting : google.co.id
- b. <http://www.qualitypower.co.id/>
  - i. Main Keywords : Sewa Genset, Rental Genset
  - ii. Targeting : google.co.id
- c. <http://www.kliktoday.com/> (closed)
  - i. Main Keywords : Diskon, Voucher, Deal
  - ii. Targeting : google.co.id
- d. <http://www.amd-id.com/>
  - i. Main Keywords : AMD Indonesia
  - ii. Targeting : google.co.id
- e. <http://digitec-watch.com/>
  - i. Main Keywords : digitec watch, jam tangan digital
  - ii. Targeting : google.co.id

### **5. Social Media fan page I managed**

- a. <http://www.facebook.com/AMDINDO>
- b. <http://www.facebook.com/GameLevelOne>
- c. <https://www.facebook.com/AlqinaAcademy>
- d. <https://www.facebook.com/8elements>