

# FAHSA AULA NASAUL HUSNA

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## ABOUT ME

I am a bachelor's degree student majoring in Multimedia Engineering Technology, with expertise and interest in the field of interactive multimedia. I am a game developer who specializes in backend game programming. I also stay updated with the latest developments in the gaming and VR industry, including technologies like augmented reality (AR) and mixed reality (MR). I am always seeking opportunities to enhance my skills and create innovative experiences using the latest technologies.

I possess strong teamwork abilities and can collaborate effectively with designers, artists, and other developers to achieve project goals. I also have strong problem-solving skills and can quickly and efficiently overcome technical challenges.

With my combined skills in game development, VR, and Metaverse, I am ready to contribute to challenging projects that focus on creating amazing interactive experiences for players and users.



## EDUCATION

### Bachelor of Applied Science in Multimedia Engineering Technology | TELKOM UNIVERSITY

SEPTEMBER 2022 – NOW

I am awardee of the Telkom University scholarship program. I actively participate in the Multimedia and Technology research lab to develop digital innovations in the field of interactive multimedia, such as game development, VR, and Metaverse.

### Software Engineering | VOCATIONAL HIGH SCHOOL WIKRAMA BOGOR

JULY 2019 – JULY 2022

I have experience participating in and winning several IT competitions and have been involved in project work as a project manager.



## EXPERIENCE

### Game Programmer | Agate x Kominfo

SEPTEMBER 2022 – OCTOBER 2022

As role of a game programmer in the team-based development of the game "MADICINE." This project took place over one month online and one week onsite at Hotel Inn Pasteur Bandung as part of the Game Creation training organized by FGA Kominfo x Agate

## Game Programmer | Agate x BDI Denpasar

AUGUST 2022 – SEPTEMBER 2022

I've done onsite training at BDI Denpasar Bali for one month. During this training, I focused on learning design pattern programming and teamwork in game programming that aligns with industry requirements. Additionally, I worked on creating well-structured Technical Design Documents to cater to the needs of the programming team.

## Fullstack Web Developer | CV IDS Rumah Pendidikan / Kejar Id

JANUARI 2021 – MARET 2021

I've done internship as long 3 months at CV IDS Rumah Pendidikan Kejar.id, during joined the internship program, I've got a various a new knowladges and experiences to developing dynamic educational website , learned about security and user experience on web development.



## SKILLS

- **Web Development**  
( HTML, CSS, JS, PHP, MySQL, Laravel, CodeIgniter )
- **Game Development**  
( Construct, Gdevelop, Scratch, Unity, C#, photon )
- **Team Work**  
( Git, Github, Gitlab )
- **Multimedia Tools**  
( Blender, Adobe Illustrator, After Effect )



## CERTIFICATION

Game Programmer | Asosiasi Game Indonesia

No. 22090103

Junior Web Programmer | BNSP

No. 62090 2513 3 0024869 2022