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ABOUT ME

I'm an undergraduate student at Telkom University majoring in Multimedia Engineering Technology. My expertise lies in game development using Unity, and I'm passionate about exploring Augmented Reality (AR), backend programming, and mobile app development with Flutter.

Throughout my studies, I've gained hands-on experience by working on various academic projects and freelance tasks, which have helped me build a solid foundation in developing interactive applications and multimedia solutions. These projects have allowed me to apply what I've learned in class and grow my technical and problem-solving skills.

With my enthusiasm for technology and eagerness to keep learning, I'm motivated to contribute to the creative tech industry and further develop my skills in interactive media and software development.



EXPERIENCE

Hackathon | Infinite Studio Batam x VSGA Kominfo

DECEMBER 2022

- Attended a hackathon-style game and animation training hosted by Infinite Learning and VSGA Kominfo in Batam.
- Collaborated with a team to create a game prototype focused on environmental education, specifically teaching proper waste disposal.
- Contributed by brainstorming ideas, designing the concept, and developing the game's prototype based on one of the ten provided themes.

Game Programmer | Agate x FGA Kominfo

SEPTEMBER 2022 – OCTOBER 2022

- Served as a game programmer in the team-based development of the game "MADICINE."
- Participated in a month-long online and one-week onsite training program at Hotel Inn Pasteur, Bandung.
- The program was part of the Game Creation Training organized by FGA Kominfo in collaboration with Agate.

Game Programmer | Agate x BDI Denpasar

AUGUST 2022 – SEPTEMBER 2022

- Completed an onsite training program at BDI Denpasar, Bali, for one month.
- Gained expertise in design pattern programming and teamwork in game development, adhering to industry standards.
- Developed structured Technical Design Documents (TDD) to support the programming team.

Fullstack Web Developer | CV IDS Rumah Pendidikan / Kejar.id

JANUARY 2021 – MARCH 2021

- Interned for three months, contributing to the development of dynamic educational websites.
- Learned and applied security measures and user experience principles in web development.
- Acquired practical knowledge and experience in building scalable and user-friendly web applications.



EDUCATION

Bachelor of Applied Science in Multimedia Engineering Technology

TELKOM UNIVERSITY

SEPTEMBER 2022 – *PRESENT*

- Awardee of the Telkom University scholarship program.
- Actively involved in the Multimedia and Technology research lab, focusing on developing digital innovations in interactive multimedia, including game development, Augmented Reality (AR), and 3D modeling.
- Participated in various national competitions held by Puspernas, including LIDM, Gemastik, and PKM.
- Finalist in Gemastik 2023 in the Game Application Development category.
- Finalist in the Compfest Game Development competition organized by University Indonesia.
- Current GPA: 3.89/4.0

Software Engineering

VOCATIONAL HIGH SCHOOL WIKRAMA BOGOR

JULY 2019 – JULY 2022

- Gained experience in participating in and winning several IT competitions.
- Contributed to various projects as a project manager, leading teams to successful outcomes.



SKILLS

- **Web Development**
(HTML, CSS, JS, PHP, MySQL, Laravel, CodeIgniter)
- **Game Development**
(Construct, Gdevelop, Scratch, Unity, C#, photon)
- **Mobile App Development**
Flutter
- **Version Control System**
(Git, Github, Gitlab)
- **Multimedia Tools**
(Blender, Vuforia Engine, Figma)



CERTIFICATION

Silver Ticket Role Game Programmer | Agate International

No. 2543/APR/HR.00/IX/2022

Game Programmer | Asosiasi Game Indonesia

No. 22090103

Junior Web Programmer | BNSP

No. 62090 2513 3 0024869 2022