

Muhammad Rio Kurniawan

+6281382174420 | website: sakura-schutzstaffel.com | e-mail: rio-kurniawan@sakura-schutzstaffel.com

linkedin : www.linkedin.com/in/muhammad-rio-kurniawan-67163421a

github: github.com/feurstern

Education

STMIK Pranata Indonesia

Graduated at March, 2021

B.S Teknik Informatika

IPK: 3.18

Skills & Interest

Programming : HTML, CSS, JavaScript, C#/C++, Python.

Technologies : Unity, Blender, Photoshop, Illustrator, Premier, PaintSai Tool, Clip Studio Paint, React, CodeIgniter MySql, NetFramework.

Languages : English, Japanese

Experience

Freelancer

Remote Access

As **Graphic Designer and Independent Game Developer** and **Web Developer** *start from 2017 - present*

Detail :

- I make a design based on the request from the client, such as flyer, catalogue, packaging, mock up, brochure, banner, and etc.
- Sometime I also did for drawing commission.
- I had created a couple of games for education and entertain purposes.
- I sell my game asset such as 3D model, 2D sprite, Illustration and UI as well.

Teacher

SMK Mandiri Bekasi

I teach produktif Teknik Grafika and Computer's subject

start from 2019 – 2021

IT Support

SMK Mandiri Bekasi

Beside being a teacher, I also become IT support especially for WebApp development to support the learning and information. I had created *Computer Based Test* for online assesment.

Coach

Alexandri Islamic School

I teach Digital Marketing Extracurricular for JHS and SHS student *start from 2021 – dec 2021*

Robotic Teacher

SMPIA Al Azhar 44 Grand Wisata

I teach how to make prototype using Arduin

start from 2021 – dec 2021

Programming Teacher

I teach Frontend stack such as HTML, CSS and JavaScript
2021

SMP Tarakanita 4

start from 2021 – dec

Projects (Sakura Schutzstaffel)

Please visit sakura-schutzstaffel.com for more projects

Biology Cells for Elementary Student

This educational game is made for supporting, enhancing and the old media by using game. This interactive Biology Cells game is proved that could delivering better material than the old one based on the test.

Computer Based Test

CBT is made due to demand of the stakeholder to change paper based test with computer based test for reducing the cost.

SIAKAD

SIAKAD which stand for *Sistem Informasi Akademik*

Math Game

I created Math game for Kindergarten kids which doing subtraction, multiplication, addition, and division with interesting and fun style.

Visual Novel - KKSI 2020(Kamp Kreatif SMK Indonesia)

Collaborated with my student, we created Visual Novel game for education purpose which player is able to decide the fate of the main character by selecting the option. If you were choose “A” then you will get consequence as “A” as the result.

Hinterweltern for My Final Paper

Hinterweltern is 3D game based desktop platform considered as hybrid who mixing up certain of genres to support and improve the old curriculum of Perwajahan’s subject with interesting story and interactive learning environment. This game is pervidly different from another education game that ever exist.

Behind You(on progress)

Now I’m currently making a horror game that based on Japanese style.