Abdullah Faqih Al Mubarak

📞 +6281297053284

✉️ email.fikih@gmail.com

↖ fikiham.github.io

📍 Bandung, Indonesia

SUMMARY

A fresh graduate in Computer Engineering with skills and interests in game development, especially game programming. Experienced making 3D and 2D games using Unity engine with multiple genres and platform that has been summarized in my portofolio website, and still eager to learn more about game making. Currently looking for game designer/programming role to expand my knowledge and experiences on the subject.

EXPERIENCE

Game Developer Intern   12/2023 - 03/2024
Crocodic Studio

Designed and developed an interactive game that works for a crowd on a large event

Front-End Developer   11/2022 - 02/2023
Kejaksaan Tinggi Jawa Tengah

Worked with a team to create a library web-app for the library's visitor and its librarian. Used HTML, CSS, and JS to implement UI design.

EDUCATION

Computer Engineer   08/2020 - 04/2024
Diponegoro University, Indonesia - Engineering

Graduated with 3.78/4.00 GPA from 155 credits.

- Have been an active lab assistant by teaching and tutoring multiple practical subjects such as programming and computer basic, basic electronics, digital systems, and game development
- Active in communities for 2 years in both Computer Enginering Research Club, in its multimedia division as a staff, and Kronik Filmedia, in its production division as its treasurer.
- Active in Student Executive Board Engineering Faculty in its socio-politic divison as a staff for a year.

SKILLS

Unity Game Engine (1+ yrs Experience)   Object-Oriented Programming

Game Design   Software Design Pattern

Game Programming