

# Luthfan Fikri

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## EXPERIENCE

### Nightspade, Bandung — *Game Designer*

Nov 2019 - Mar 2025

- Designed game mechanics and features of the game
- Wrote design documents to guide the team
- Created and executed test cases to verify feature stability and alignment with design
- Reported and tracked issues using the project tracker
- Collaborated with engineers and artists to refine features

## PROJECTS

### Idle Management Game

Players manage construction sites, assigning the right combination of workers and equipment, and making sure the process runs smoothly.

### Match-3 Game

Players tap on groups of 3 or more same-colored balls to clear them from the board.

### Multiplayer Strategy Game

Players place tower units to defend their base, while using their soldier units to launch an attack on another player's base.

### Party Game

Players play together and compete against each other in a series of mini games.

### Educational Game

Players play a series of minigames based on a certain subject to gain as much score to place higher on the leaderboard.

## SKILLS

Proficient in writing software design documents

Proficient in office productivity tools (Notion, Doc, Sheet & Slides)

Proficient in creating software mockup using Figma

Experienced in tracking project's progress using project tracker (Gitlab)

Experienced in leading small teams and coordinating tasks effectively.

## EDUCATION

**Universitas  
Suryakencana**  
*Computer Science (S1)*

2019

## LANGUAGES

Indonesia  
English ([C1-67/100](#))