

"Everything is Impossible"



ranaufalmuha

The Hustle (Game)



Created : July 2023

The Hustle is a 1v1 desktop game developed by two people, featuring intense battles with a dynamic 3D camera.

Role : Project Lead, Programmer, Unit Tester, Map Design

Technology : Unreal Engine 5 (C++), Blender, Mixamo

The Runners (Game)



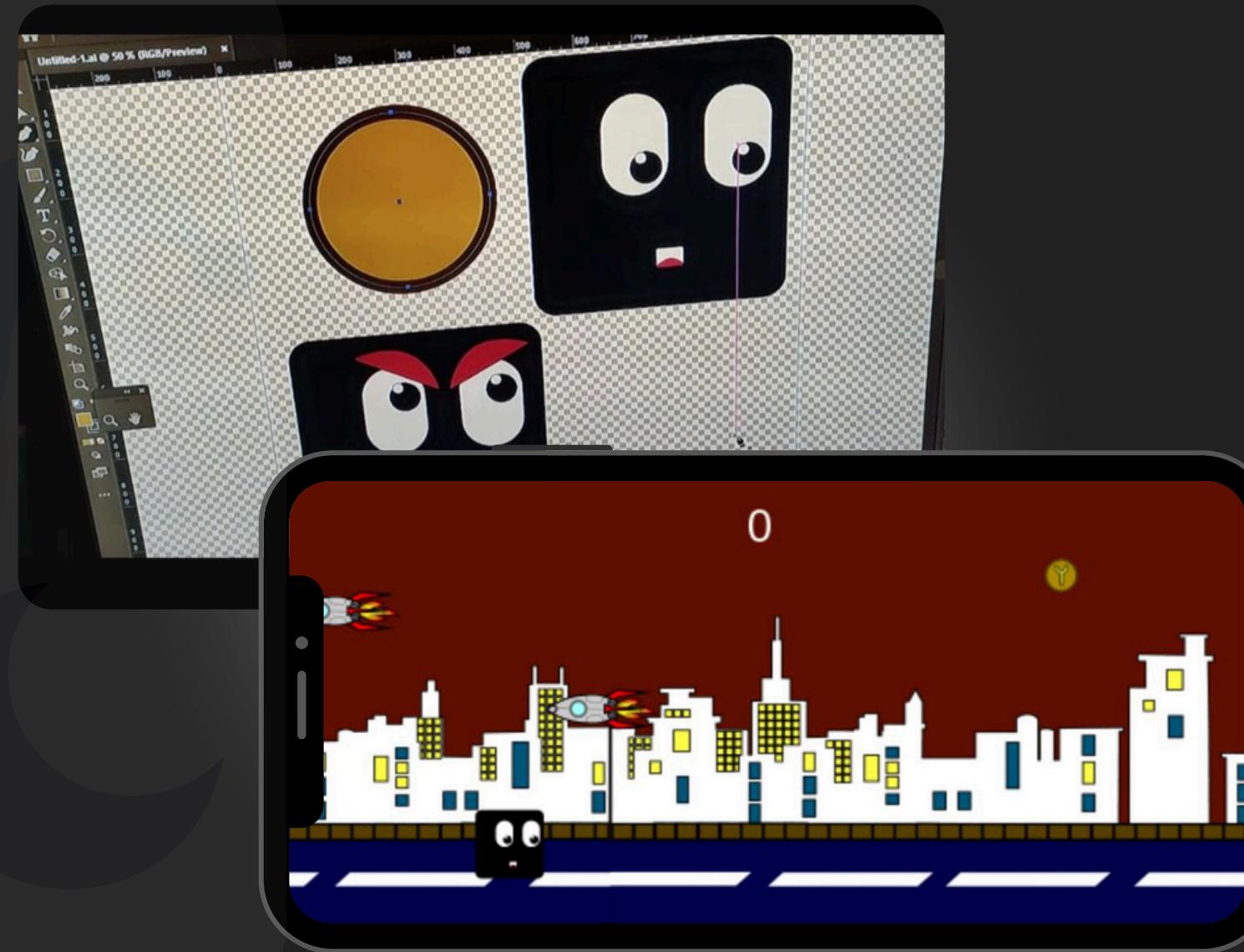
Created : June 2022

The Runner is an endless runner mobile game adapted from my first game, Joki Runner, but with improved graphics. This is my personal project and was uploaded to the Google Play Store.

Role : Full-Stack Game Developer

Technology : Unity (C#), Blender, Mixamo

Joki Runner (Game)



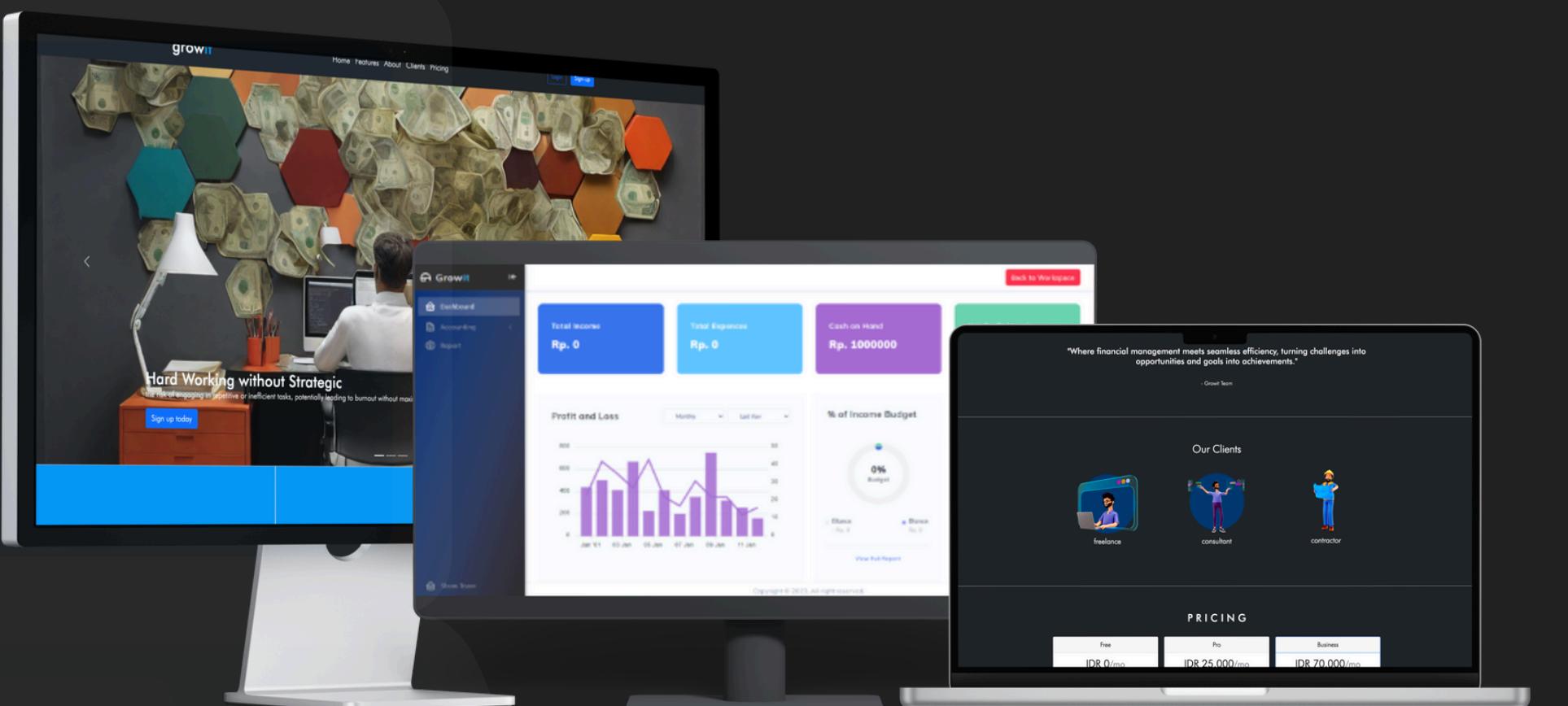
Created : December 2021

Joki Runner is an endless runner mobile game and my first project. There is no menu button; the game starts immediately upon launching.

Role : Full-Stack Game Developer

Technology : Unity (C#), Adobe Illustrator

GrowIt (Web)



Created : October 2023 – January 2024

Growit is a financial management app developed by a team of four. It seamlessly integrates accounting, financial operations, inventory, and warehouse management.

Role : Project Manager, Front-end Developer

Technology : Laravel (PHP), MySQL, Agile Methodology, Midtrans (Payment Gateway)

github : <https://github.com/ranaufalmuha/GrowIt>

Antigane (Web)



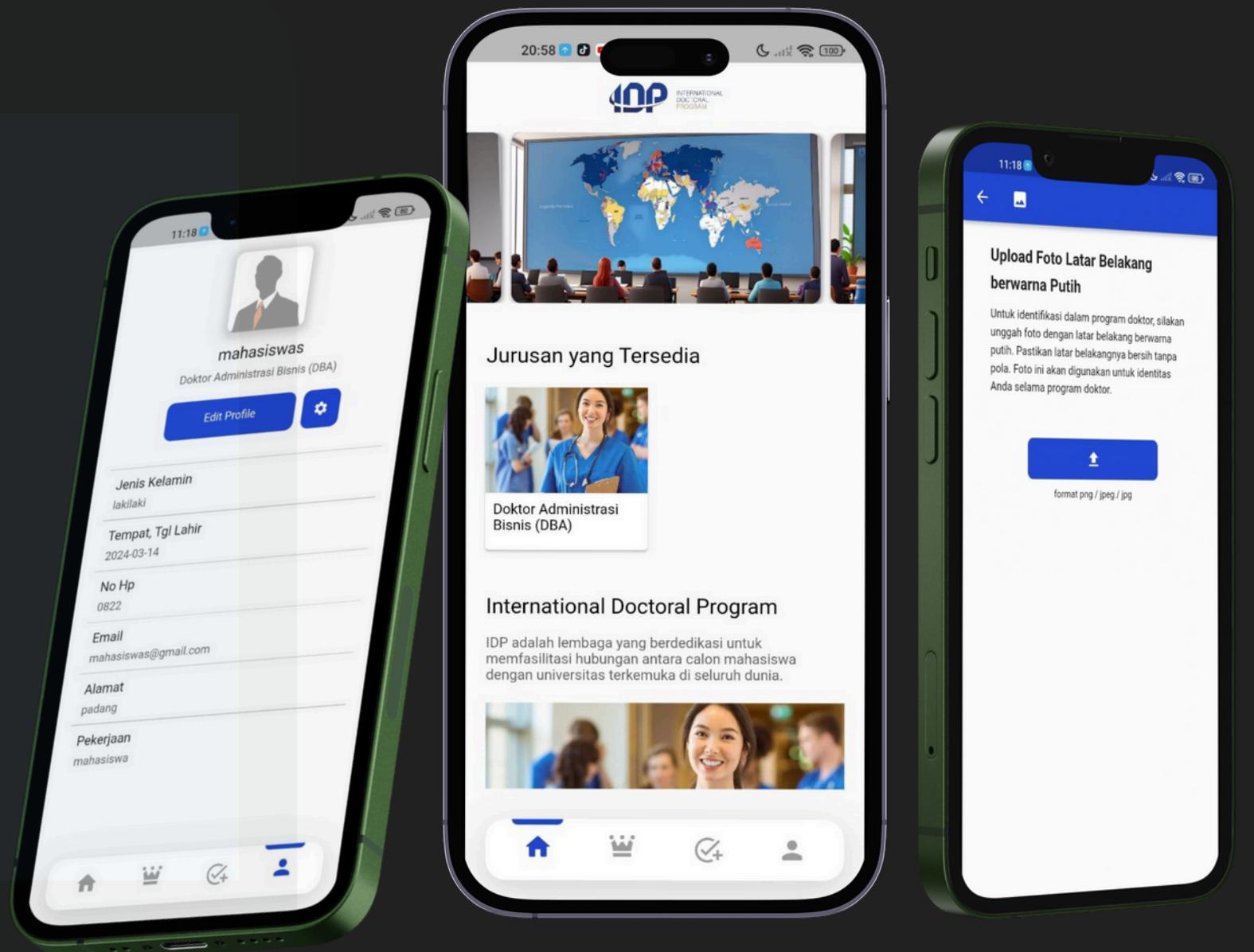
Created : May 2023

Antigane Website is a platform for game fans to watch the latest games. This project is part of my final exam study in semester 4.

Role : Full-Stack

Technology : Laravel (PHP), MySQL

Idp App (Mobile)



Created : February 2024

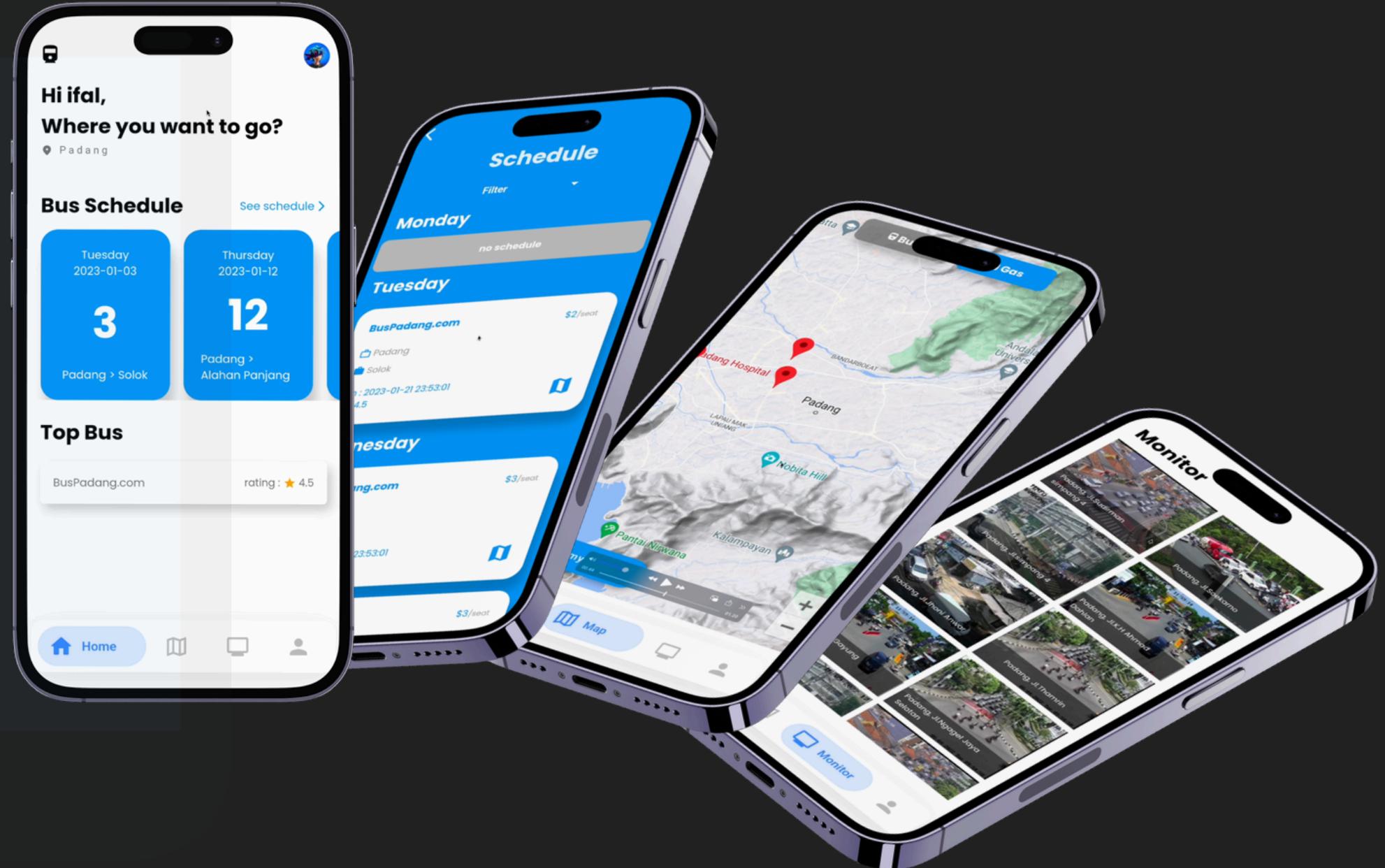
The International Doctoral Program developed a mobile application to help Indonesian students upload registration files more easily, benefiting both admins and students.

Role : Full-Stack

Technology : Flutter, Node JS

Github : <https://github.com/idpdevelop/idpdeveloper>

Trandy-Transportation Buddy (Mobile)



Created : February 2023

This project was created by my team, with me as the leader. The app allows users to buy transportation tickets and food with the lowest business model fees. With this project, our team became finalists in the Mobile App Competition 6.0 at Universiti Malaysia Sarawak.

Role : Full-Stack, Project Lead

Technology : Flutter, PHP Native

github : <https://github.com/ranaufalmuha/Trandy>

FEAZY-Feed Easy (UI&UX)



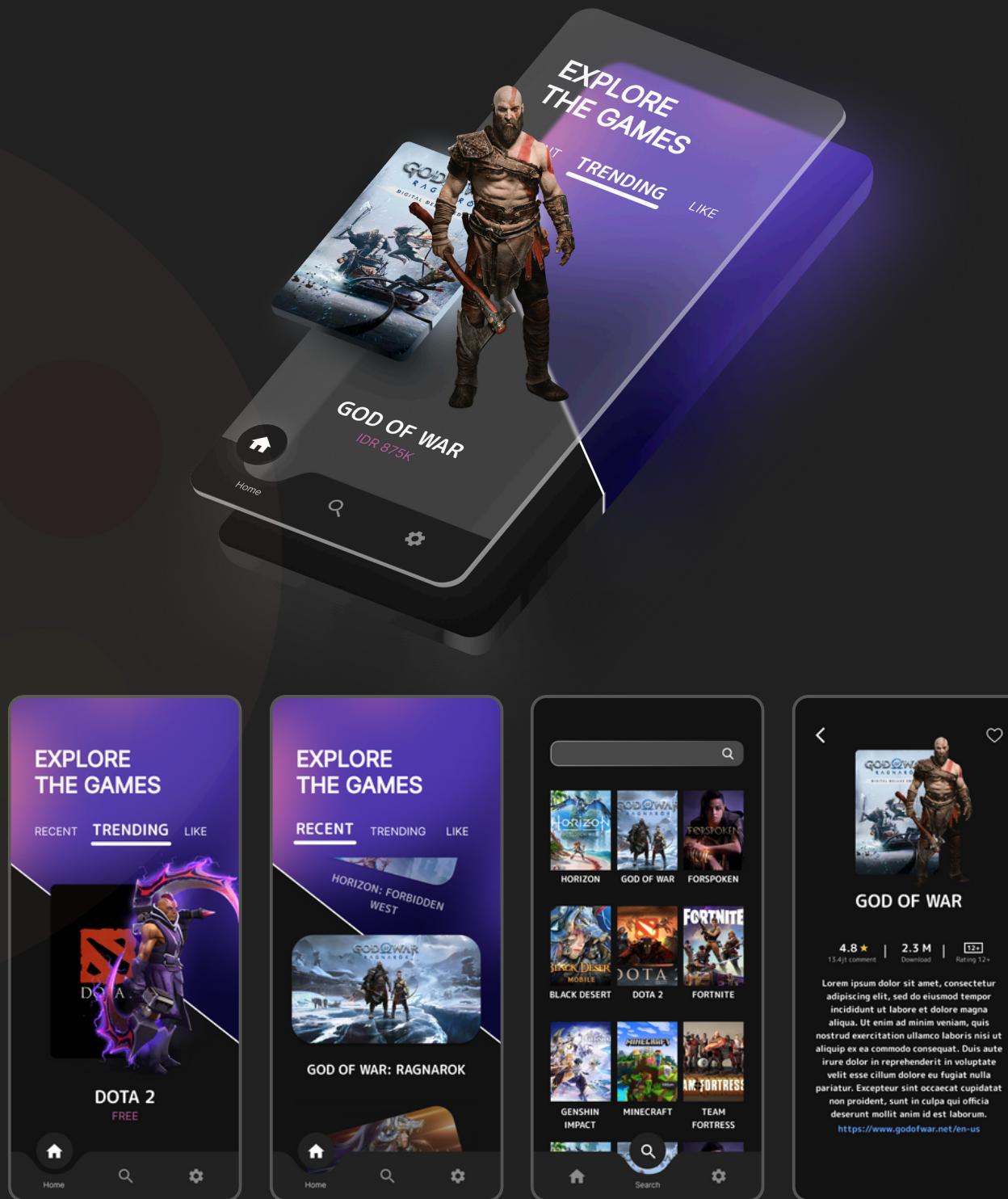
Created : 2023

This design for an Internet of Things (IoT) mobile app was created in Figma. It won a silver medal in the Safe Network Competition in Chiang Mai, Thailand.

Role : UI/UX Design

Prototype : <https://shorturl.at/d9gA7>

Game Informations App 2 (UI&UX)



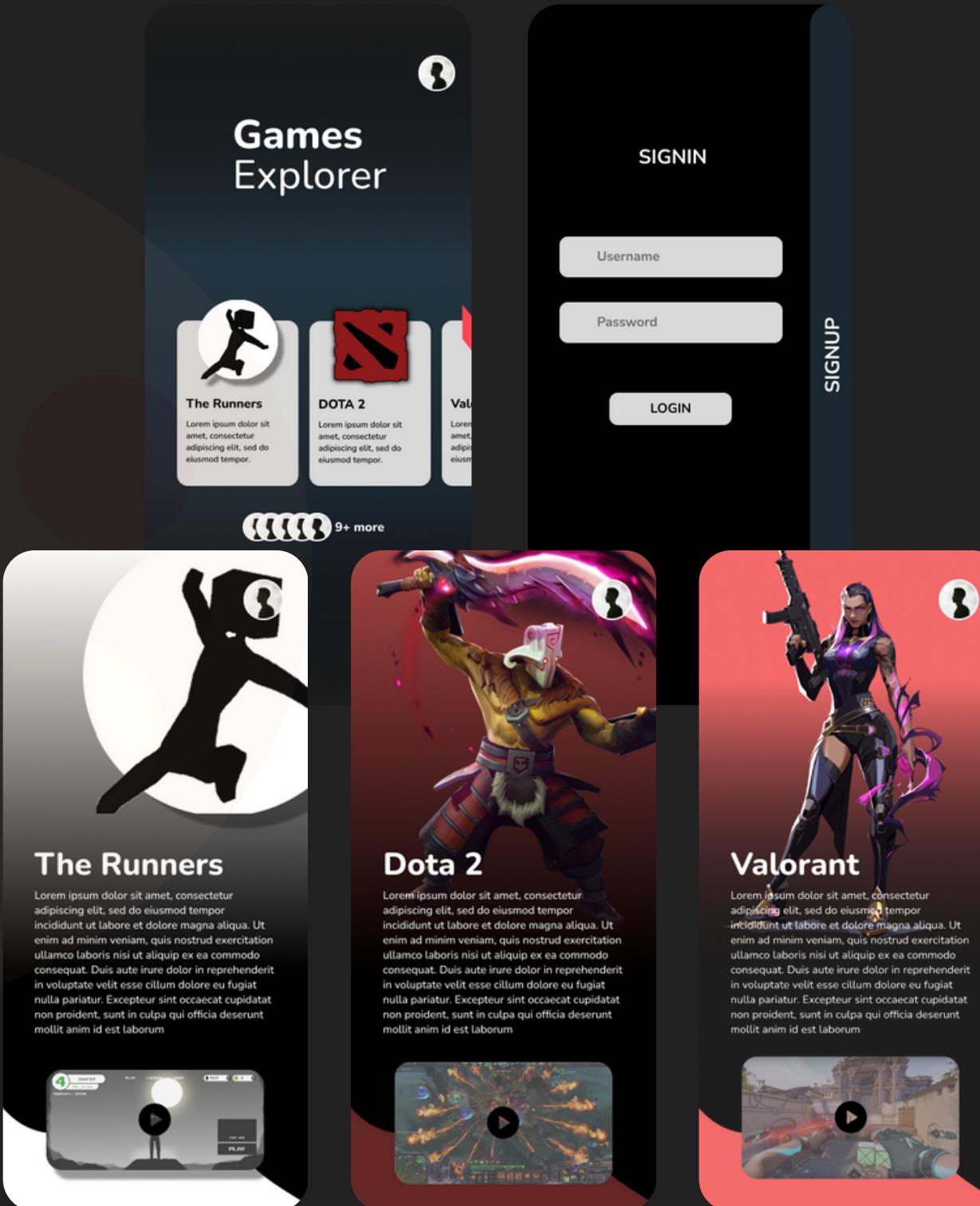
Created : 2022

this design for game information in mobile app.
created in figma.

Role : UI/UX Design

Prototype : <https://shorturl.at/WOMiU>

Game Informations App (UI&UX)



Created : 2022

this design for game information in mobile app.
created in figma.

Role : UI/UX Design

Prototype : <https://shorturl.at/y1P0O>