

MUHAMMAD RENALDY RAHADIANSYAH

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My name is Muhammad Renaldy Rahadiansyah a Game Developer with experience in Fullstack Developer and programming language such as C#, C++, C, JS, HTML, CSS, some OpenGL, and DBMS such as SQL Server. I have technical capability in game engines such as : Unity, Unreal, and Godot; 3D modeling: Blender; and 2D digital design: Aseprite, Inkscape, and Krita. Currently learning Affinity. I have the capability to lead teams, manage projects, and communicate ideas effectively. With my experience in driving projects with advanced coding techniques and my unique blend of deep technical expertise, adaptability, and interpersonal skills.

PROFESSIONAL EXPERIENCE

Datacaraka Solusindo, Jakarta • Fullstack Developer

May 2024 – July 2024

- Developed a Calculator and Form using JavaScript to enhance user interactivity and functionality.
- Designed and implemented Form pages with backend integration, utilizing ASP.NET Core and DevExpress Framework for seamless data management.
- Connected Form pages to SQL Server, ensuring efficient data storage and retrieval.

NawaData Solution, Jakarta • Customer Engineer

August 2023 – February 2024

- Iteratively tested and refined SQL code then compared and matched processed data from User Acceptance Testing (UAT) with user-provided data until the outputs aligned, resulting in data that passed validation and was utilized by users for their reports.
- Managed System Integration Testing (SIT) and User Acceptance Testing (UAT), employing smoke and usability testing methods, which yielded positive results and enhanced user interaction with the application.
- Acquired comprehensive knowledge in finance, accounting, and banking regulations, broadening my expertise in financial management and compliance.

Agate International, Bandung • Technical Artist

August 2022 - February 2023

- Developed environment components using shaders and deepened my understanding of the graphics pipeline, resulting in highly appreciated work that was incorporated into the game.
- Optimized the game's graphics performance, ensuring it runs at over 60 fps on mid-end Android devices, significantly enhancing player experience.
- Created, tested, and implemented a CI/CD pipeline for automated testing in the alpha stage, employed versioning for the app, and established a robust testing environment, leading to numerous findings that provided valuable insights for optimization.
- Conducted real-time stress testing by overloading the game with obstacles and units, and performed destructive testing to explore the limits of player actions, conclusively demonstrating the game's capability to run smoothly on mid-range phones.

Miracle Gates Entertainment, Yogyakarta • Programmer, Technical Artist

March 2022 - June 2022

- Revitalized several games, including "Merge Master," "Spray Can," "Bowling," "Lighter," and "Siren," through reskinning, leading to the app receiving widespread acclaim.
- Crafted environment and visual effects for a company game, have good appreciation for my contributions despite them not being included in the final product.
- Acquired expertise in mobile game advertising systems, SEO, Google Ads, and Unity Ads, significantly enhancing our marketing strategy and user acquisition efforts.

Extralife Entertainment, Remote • Intern

June 2021 - December 2021

- Creating story and mechanic for visual novel using Whimsical and Unity based on team ideas according to company vision.
- Spearheaded the development and launch of a visual novel on itch.io, drawing upon six months of dedicated effort to deliver a high-quality game available for free.
- Successfully deconstructed three casual games, providing critical insights that the company utilized as a foundation for developing their own games.

GAME EXPERIENCE

Sekolah Tinggi Multimedia 'MMTC', Yogyakarta • Programmer February 2023 - May 2023

[\(A Week Before by Renaldy Rahadiansyah \(itch.io\)\)](#)

Global Game Jam, Yogyakarta • Programmer January 2023

[\(Root Path | Global Game Jam\)](#)

GEO Jam, Online • Programmer, 2D Artist, Game Designer March 2021

[\(Yower by Renaldy Rahadiansyah \(itch.io\)\)](#)

Retro Jam, Online • Programmer March 2021

[\(Retro Night Fukin by Renaldy Rahadiansyah, FalahMumtaz \(itch.io\)\)](#)

Global Game Jam, Online • Programmer January 2021

[\(Losing The Treasure | Global Game Jam\)](#)

EDUCATION

Game Design • Sekolah Tinggi Multimedia "MMTC", Yogyakarta (2018 - 2023)

- Relevant Courses: Game Design, Gamification, Game Life Cycle, 3D Modeling, 2D Illustration, Game Programing
- Cumulative GPA of 3.34 out of 4.00

SKILLS

- **Software:** Unity, Unreal, Godot, Blender, ZBrush, Aseprite, Krita
- **Programming Language:** C#, C++, C, HLSL, GLSL, JavaScript, HTML, CSS, SQL Server
- **Spoken Language:** Indonesian, English, Sundanese, Javanese
- **Soft skill:** Public Speaking, Teamwork, Leadership, Project Management, Product Management