

M.Renanda Firdhausa

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Pekanbaru, Riau, Indonesia

PROFILE SUMMARY

Fresh Graduate at Polytechnic Caltex Riau majoring in Informatics Engineering. Have a strong interest in game development, especially in implementing game mechanics and creating shaders to produce attractive visuals. Always loved coding and enjoy doing it, especially when the code works as intended. A hard working individual who can work alone or in a team and always open to learning new things. Active in organizations and have participated in several event committees.

EDUCATION

Polytechnic Caltex Riau

Sep 2021 - September 2025

Applied Bachelor Program in Informatics Engineering, GPA : 3.95 out of 4.00.

WORK/ORGANIZATION EXPERIENCE

Information Technology Student Association (ITSA)

Nov 2022 - Aug 2023

Research and Technology Departement Staff

- Initiated and facilitated study classes, helping students understand difficult course materials and improve academic performance.
- Organized various academic events, including competitions, seminars, and hands-on workshops.
- Collaborated with lecturers and fellow student leaders to align academic support initiatives with curriculum needs.

Caltex Techno Scientist (CTS)

Nov 2022 - Aug 2023

Mobile Departement Staff

- Designed and developed a structured curriculum for mobile development to support member learning from beginner to intermediate levels.
- Mentored fellow members through hands-on coding sessions, and workshops.
- Participated in collaborative mobile application projects using React Native and Flutter.

PT Pharos Indonesia (MSIB Batch 6)

Feb 2024 - Jul 2024

Front-End Developer Intern

- Developed and improved internal web-based systems using React with Next.js Framework for the frontend and Golang for the backend.
- Assisted in adding new features to the company's internal website to enhance functionality and user experience.
- Helped identify and fix bugs to improve website stability and performance.

Siak Palace VR Team (Thesis)

Dec 2024 - Jul 2025

Unity Developer

- Collaborating with two 3D modelers in designing and developing a VR application using Unity's XR Interaction Toolkit.
- Implementing features such as custom object interaction, file save system, and interactive quizzes. Also performing performance analysis using Unity profiler and frame debugger.

SKILLS

Unity

Course at college

Intermediate



C#

Course at college

Intermediate



Git

Self taught

Basic



Shaders

Self taught

Basic



Unreal Engine

Learning in progress

Basic



Blueprint

Learning in progress

Basic

