

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 and experience in game development and VR development, especially in implementing a 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.
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SKILLS

Programming Language:

C#, Unity Shader Graph, Unreal Blueprint, HTML, CSS, Javascript, Python.

Software:

Unity, Unreal Engine, Blender, Substance Painter.

Frameworks & Libraries:

(Unity) XR Interaction Toolkit, AR Foundation.

(Javascript) React, React Native, Express.

(Python) Tensorflow, OpenCV, PyTorch , Keras.