RIFKI SETIAWAN

+62 851-7695-7755 | rifki.setiawan0101@gmail.com | [Portfolio](#) | [LinkedIn](#) | [GitHub](#)
Bekasi Selatan, Kota Bekasi

Mahasiswa Teknik Multimedia Digital yang memiliki spesialisasi dalam pengembangan game dan website full-stack. Berpengalaman dalam siklus pengembangan proyek dari ide hingga deployment, dibuktikan dengan keberhasilan mendeploy beberapa game dan website, serta menjadi Top 10 kompetisi TSA Game Fest 2024. Terampil dalam menerapkan prinsip pengembangan modern untuk menciptakan aplikasi yang skalabel dan efisien.

PENDIDIKAN

Politeknik Negeri Jakarta | Depok   *September 2023 - Sekarang*
D4 Teknik Multimedia Digital - IPK 3,94 (Semester 5)
Mata kuliah relevan : Pemrograman Web, Desain Web, Pemrograman Game 2D, Desain & Pengembangan Game, Pemrograman Berbasis Objek

PRESTASI & SERTIFIKASI

- Top 10 Team - TSA Gamefest 2024   *Oktober 2024*
- Certificate of Excellence - TSA Game Fest 2024 (Agate Academy)   *Oktober 2024*
- Sertifikat Pelatihan - TSA Game Fest 2024 (Digital Talent Scholarship)   *Oktober 2024*
- Belajar Dasar Pemrograman JavaScript - Dicoding   *Juli 2025*

PROYEK PRIBADI

Fullstack Developer | Proyek Pribadi   *September 2024 – Sekarang*

- **Situasi:** Mengembangkan beberapa proyek pribadi untuk memperdalam pemahaman tentang arsitektur web modern dan siklus pengembangan full-stack.
- **Aksi Teknis**:
  - Mengelola database relasional (PostgreSQL, MySQL) dan NoSQL (MongoDB) dari skema hingga CRUD.
  - Merancang skema database MongoDB dengan Mongoose dan PostgreSQL dengan Prisma ORM.
  - Membangun UI dinamis menggunakan React.js, Next.js (App Router), CSS animation, dan Tailwind CSS.
  - Membangun backend API menggunakan Next.js API Routes dan RESTful API Node.js & Express.js.
  - Mengintegrasikan layanan seperti Supabase untuk database dan storage serta Resend API untuk email.
- **Hasil**:
  - Berhasil membangun (4) dan mendeploy (3) aplikasi website, termasuk CMS (Content Management System) fungsional yang dibangun dari nol.
  - Berhasil mendeploy aplikasi dengan arsitektur berbeda: Separate Architecture (Frontend di Vercel, Backend di Railway) dan Unified Architecture (Full-stack Next.js di Vercel).

My Web PortFolio | Link Proyek
Aplikasi full-stack yang dirancang untuk menunjukkan keahlian pengembangan game dan website full-stack. Menampilkan antarmuka pengguna yang modern dan API backend khusus untuk menangani formulir kontak.

LadaHitam Creation Website & CMS | Link Proyek
Situs web portofolio dinamis untuk studio game indie yang berfungsi ganda sebagai halaman publik dan CMS internal. Proyek ini dibangun dengan Next.js (App Router), Prisma, dan database PostgreSQL yang di-hosting di Supabase.

PENGALAMAN KOMPETISI

Game Programmer (Tim) | TSA Game Fest 2024 | Link itch.io   *Juli 2024 - Oktober 2024*
- Berkontribusi membawa tim menjadi 10 besar finalis dari 43 tim peserta nasional.
- Merancang dan mengimplementasikan 30+ mekanik dan manajemen permainan seperti persistent data manager, singleton pattern, free-form object placement dengan raycasting dan scriptable object, chained coroutine tutorial, NPC dengan state machine, interaksi UI, dll.
- Bekerja sama menggunakan version control system dengan 4 anggota tim lainnya untuk mengintegrasikan gameplay, asset, animasi, dan UI agar sesuai dengan desain game.
- Melakukan testing secara berkala untuk menemukan dan memperbaiki bug dalam game.

KEAHLIAN (HARD SKILL)
Game Developer
- **Engine**: Unity 6.0 LTS
- **Konsep**: Desain Logika dan Mekanik Game, Arsitektur Proyek Modular, Persistent Data State Management (Singleton & PlayerPref), Desain Berbasis Data (Scriptable Objects), AI NPC dengan Finite State Machine, Sistem Save/Load (JSON & PlayerPref), Sistem Transisi Scene Asynchronous, Dialogue System berbasis File Teks, Placement Object dengan Raycasting

Full-stack Developer
- **Frontend**: HTML5, CSS3, JavaScript, React.js, Tailwind CSS, Bootstrap
- **Backend**: Next.js API Routes, Node.js, Express.js, PHP
- **Database**: PostgreSQL, MongoDB, MySQL

Cloud & Platform: Supabase (Database & Storage), Vercel, Railway, Resend API

Bahasa Pemrograman
C#, C++, JavaScript (ES6+), Typescript PHP, Java, Python

Tools & Platform Lainnya
GitHub, VS Code, Visual Studio, Notion, Trello, Jira, Plane.so, Figma, Wordpress

PENGALAMAN VOLUNTEER & KEPANITIAAN

Penulis Modul (Volunteer) | Disnaker Depok   *Juli 2025*
Membuat 2 modul pembelajaran berjudul "Tutorial Pembuatan Website Menggunakan Wordpress" dan "Membuat Video Pendek Menggunakan Canva".

Staff Divisi Administrasi | Event TIK Games 2024   *Mei 2024 - Agustus 2024*
Mengelola dokumen administrasi berupa proposal, surat, hasil diskusi, keputusan, serta pembagian tugas untuk memastikan kelancaran komunikasi dengan 8+ pihak eksternal dan koordinasi 53 orang panitia.

KETERAMPILAN (SOFT SKILL)
- Penyelesaian Masalah, Berorientasi Detail, Pembelajar Cepat, Kerja Sama Tim, Kemampuan Beradaptasi
- Bahasa Indonesia: Penutur Asli (*Native*)
- Bahasa Inggris: Mahir Membaca & Menulis Teknis (*Proficient in Technical Reading & Writing*)

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Bekasi Selatan, Kota Bekasi

Digital Multimedia Engineering student who specializes in full-stack website development and game development. Experienced in the project development cycle from idea to deployment, proven by the success of deploying several game and websites, and also becoming the Top 10 of TSA Game Fest 2024 competition. Skilled in applying modern development principles to create scalable and efficient applications.

EDUCATION

Jakarta State Polytechnic | Depok   *September 2023 - Present*

D4 Digital Multimedia Engineering - IPK 3,94 (5th Semester)

Relevant Coursework: Web Programming, Web Design, 2D Game Programming, Game Design & Development, Object Based Programming

PRESTATION & CERTIFICATE

- Top 10 Team - TSA Gamefest 2024   *October 2024*
- Certificate of Excellence - TSA Game Fest 2024 (Agate Academy)   *October 2024*
- Certificate of Training - TSA Game Fest 2024 (Digital Talent Scholarship) *October 2024*
- Learn Basic JavaScript Programming - Dicoding   *July 2025*

PERSONAL PROJECTS

Fullstack Developer | Personal Projects   *September 2024 – Present*

- **Situation**: Developing some personal projects to deepen the understanding of modern web architecture and full-stack development cycle.
- **Technical Action**:
  ο Manage relational (PostgreSQL, MySQL) and NoSQL (MongoDB) databases from database schema design to CRUD operations.
  ο Design MongoDB database schema with Mongoose and PostgreSQL with Prisma ORM.
  ο Build dynamic and interactive UI using React.js, Next. js (App Router), CSS animation, and Tailwind CSS.
  ο Built a robust API backend using Next.js API Routes and RESTful API architecture with Node.js & Express.js.
  ο Integrated third-party services such as Supabase for database and Storage and Resend API for email.
- **Results**:
  ο Successfully built (4) and deployed (3) web applications, including a functional CMS (Content Management System) built from scratch.
  ο Experienced in deploying applications with different architectures: Separate Architecture (Frontend at Vercel, Backend at Railway) and Unified Architecture (Full-stack Next.js at Vercel)..

My Web PortFolio | Projects Link

A full-stack application designed to showcase game and full-stack website development expertise. Features a modern user interface and a custom backend API for handling contact forms.

LadaHitam Creation Website & CMS | Projects Link

A dynamic portfolio website for an indie game studio that doubles as a public page and an internal CMS. The project was built with Next.js (App Router), Prisma, and a PostgreSQL database hosted on Supabase.

COMPETITION EXPERIENCE
Game Programmer (Team) | TSA Game Fest 2024 | Link itch.io   *July 2024 - October 2024*
- Contributed to bringing the team to the top 10 finalists out of 43 participating teams.
- Designed and implemented 30+ mechanics and game management such as persistent data manager, singleton pattern, free-form object placement with raycasting and scriptable objects, chained coroutine tutorial, NPC with state machine, UI interaction, etc.
- Worked together using version control system with 4 other team members to integrate gameplay, assets, animation, and UI to match the game design.
- Conduct regular testing to find and fix bugs in the game, and ensure the stability of the game.

EXPERTISE (HARD SKILLS)
Game Developer
- **Engine**: Unity 6.0 LTS
- **Concept**: Game Logic and Mechanics Design, Modular Project Architecture, Persistent Data State Management (Singleton & PlayerPref), Data-Driven Design (Scriptable Objects), AI NPC with Finite State Machine, Save/Load System (JSON & PlayerPref), Asynchronous Scene Transition System, Text File-Based Dialogue System, Object Placement with Raycasting.

Full-stack Developer
- **Frontend**: HTML5, CSS3, JavaScript, React.js, Tailwind CSS, Bootstrap
- **Backend**: Next.js API Routes, Node.js, Express.js, PHP
- **Database**: PostgreSQL, MongoDB, MySQL
- **Cloud & Platform**: Supabase (Database & Storage), Vercel, Railway, Resend API

Programming Language
C#, C++, JavaScript (ES6+), TypeScript, PHP, Java, Python

Other Tools & Platform
GitHub, VS Code, Visual Studio, Notion, Trello, Jira, Plane.so, Figma, Wordpress

VOLUNTEER & COMMITTEE EXPERIENCE
Module Writer (Volunteer) | Disnaker Depok   *July 2025*
Created 2 learning modules titled "Website Creation Tutorial Using Wordpress" and "Creating Short Videos Using Canva".

Administration Staff | Event TIK Games 2024   *May 2024 - August 2024*
Manage administrative documents in the form of proposals, letters, discussion results, and division of tasks to ensure smooth communication with 8+ external parties and coordination of 53 committee members.

SOFT SKILLS
- Problem Solving, Detail Oriented, Fast Learner, Teamwork, Adaptability
- Bahasa Indonesia: Native
- English: Proficient in Technical Reading & Writing