

# RIFKI SETIAWAN

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Bekasi Selatan, Kota Bekasi

Digital Multimedia Engineering student who specializes in fullstack website development and game development (Unity/C#). Experienced in project development cycle from idea to deployment, proven by successfully deploying 2 websites and becoming Top 10 Finalist in TSA Game Fest 2024 competition. Skilled in designing backend architecture, implementing gameplay mechanics, and collaborating within technical teams to efficiently achieve project goals.

## EDUCATION

**Jakarta State Polytechnic** | [Depok](#)

September 2023 - Present

D4 Teknik Multimedia Digital - IPK 3,8 (5<sup>th</sup> 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

## PERSONAL PROJECTS

**Fullstack Developer** | [Proyek Pribadi](#)

September 2024 - Present

- **Situation:** Developing some personal projects to deepen the understanding of modern web architecture and full-stack development cycle.
- **Technical Action:**
  - Manage MySQL (SQL) database and CRUD operations with PHP for content management system.
  - Designed MongoDB (NoSQL) database schema with Mongoose to manage data structure.
  - Build dynamic and interactive UI using CSS animation and Tailwind CSS transition.
  - Built a standalone API backend, both using RESTful architecture with Node.js & Express.js and using Serverless Functions architecture in Vercel.
  - Successfully connected with Resend API for automatic email notification delivery.
- **Results:**

Successfully created 3 fully functional websites and deployed 2 web applications of them with different architectures. Separate Architecture: deployed frontend (React) to Vercel and backend (Node.js) to Railway platform. Unified Architecture: deployed a full-stack application (React and Serverless Functions) simultaneously on the Vercel platform.



**My Web PortFolio** | Link: [Portfolio](#)

This project is more than just a digital resume; it's a full-stack application designed to showcase my skills in both frontend and backend development. Built as a dynamic Single Page Application (SPA), it features a modern, interactive user interface with complex animations and a custom-built backend API to handle contact form. The entire application including the backend API, is deployed seamlessly on Vercel, demonstrating a modern and integrated approach to web development.

## COMPETITION EXPERIENCE

**Game Programmer (Team)** | [TSA Game Fest 2024](#)

*July 2024 - October 2024*

- **Key Achievements:** Contributed to bringing the team to the top 10 finalists out of 43 participating teams.
- **Developed Mechanics:** 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.
- **Collaboration with Team:** Worked together using version control system with 4 other team members such as Game Designer, Programmer, 2D Artist and UI/UX designer to integrate gameplay, assets, animation, and UI to match the game design.
- **Testing and Troubleshooting:** Conduct regular testing to find and fix bugs in the game, and ensure the stability of the game.

## EXPERTISE (HARD SKILLS)

### Fullstack Developer

- **Frontend:** HTML5, CSS3, JavaScript, React.js, Tailwind CSS, Bootstrap
- **Backend:** Node.js, Express.js, PHP
- **Database:** MongoDB, MySQL

### Game Developer

- **Engine:** Unity 6.1 & Unity 2022 LTS.
- **Concept:** Game Logic and Mechanic Design, Persistent Data State Management, Singleton Pattern, Object Placement with Raycasting, Simple AI (NPC), Save/Load System (JSON), Asynchronous Scene Transition, Text File-based Dialogue System.

### Bahasa Pemrograman

C#, C++, JavaScript (ES6+), PHP, Java, Python

### Tools & Platform

GitHub, VS Code, Visual Studio, Vercel, Railway, Resend API, Notion, Trello, Jira, Plane.so, Figma, Wordpress, Processing, Construct 3

## VOLUNTEER & COMMITTEE EXPERIENCE

**Module Writer (Volunteer)** | [Disnaker Depok](#)

*July 2025*

Created 2 learning modules titled "Creating Short Videos Using Canva" and "Website Creation Tutorial Using Wordpress".

**Staff Administration** | [Disnaker Depok](#)

*Mei 2024 - Agustus 2024*

- **Creating and Filing Documents:** Manage administrative documents such as proposals and outgoing and incoming letters to ensure smooth communication with 8+ external parties.
- **Recording and Documenting Meetings:** Record the results of discussions, decisions, and division of tasks carried out in each committee meeting to ensure smooth coordination of 53 committee members.

## SOFT SKILLS

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