

# RIFKI SETIAWAN

+62851-7695-7755 | [rifki.setiawan0101@gmail.com](mailto:rifki.setiawan0101@gmail.com) | [My Web Portfolio](#) | [LinkedIn](#) | [GitHub](#)

Kayuringin Jaya, Bekasi Selatan, Kota Bekasi, 17144

Digital Multimedia Engineering student who specializes in game development (Unity/C#) and fullstack website development. Experienced in the project development cycle from idea to deployment, proven by the success of being a Top 10 Finalist in the TSA Gamefest 2024 competition. Skilled in implementing gameplay mechanics, designing backend architecture, and collaborating within technical teams to efficiently achieve project goals.

## EDUCATION

**Politeknik Negeri Jakarta - Depok**

September 2023 - present

D4 Digital Multimedia Engineering - IPK 3.8 (Semester 4)

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

## PRESTATION & CERTIFICATE

- |  |              |
|--|--------------|
| • Top 10 Team - <a href="#">TSA Gamefest 2024</a>  | October 2024 |
| • Certificate of Excellence - <a href="#">TSA Game Fest 2024 (Agate Academy)</a>         | October 2024 |
| • Sertifikat Pelatihan - <a href="#">TSA Game Fest 2024 (Digital Talent Scholarship)</a> | October 2024 |

## COMPETITION EXPERIENCE & PERSONAL PROJECTS

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

July 2024 – October 2024

Contribution:

- **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.

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

September 2024 – present

Kontribusi:

- **Website Development:** Designed, developed, and deployed 3+ responsive full-stack websites using MERN Stack (MongoDB, Express.js, React, Node.js) and PHP/MySQL.
- **Key Features:** Successfully implemented complex features such as:
  - CRUD (Create, Read, Update, Delete) operations for dynamic content management system.
  - Build dynamic and interactive UI using CSS animation and Tailwind CSS transition.
  - Built a standalone RESTful API using Node.js and Express.js to serve data.
  - Designed MongoDB database schema with Mongoose to manage data structure.
  - Built a standalone API backend using Vercel Serverless Functions to handle server-side logic.
  - Successfully connected with Resend API for automated email notification delivery.
- **Deployment:**
  - Manage the deployment cycle of web applications on Vercel (Frontend) and Railway (Backend) platforms.
  - Manage deployment cycle for full-stack websites (React frontend and Serverless backend) on Vercel platform.

EXPERTISE (HARD SKILLS)

---

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.

Fullstack Developer

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

Programming Language

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

Tools & Platform

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

ORGANIZATION & VOLUNTEER EXPERIENCE

---

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

July 2025

Duties and Responsibilities

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

Staff Administration | [Event TIK Games 2024](#)

May 2024 – August 2024

Duties and Responsibilities

- **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.

Member of Motion Graphic Division | [KSM Sahabat PNJ](#)

February 2024 – January 2025

Duties and Responsibilities

- **Learning Motion Graphic:** Learning about motion graphics, including keyframes, masking, typography, motion logos, rotoscoping, motion tracking, and track cameras.
- **Creating Mini Projects:** Complete 2 motion graphic projects as an application of learning.

SOFT SKILLS

---

- Teamwork
- Responsibility
- Problem-Solving
- Time Management
- Resilience Under Pressure
- Creativity
- Adaptability