

RIFKI SETIAWAN

Game Programmer

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

South Bekasi, Bekasi City

Digital Multimedia Engineering student who specializes in game and full-stack website development. Experienced in the game 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: 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

COMPETITION EXPERIENCE

Game Programmer (Team) | [GAMESEED 2025](#) | [Link itch.io](#)

July 25th 2025 - August 4th 2025 (10 day)

- Implemented mechanics and game management such as Persistent Data State Management (Singleton & PlayerPrefs), Data-Driven Design (Scriptable Objects), AI NPC with Finite State Machine, Save/Load System (JSON & PlayerPrefs), Asynchronous Scene Transition System, dll.
- Worked together using version control system with 7 other team members to integrate gameplay, assets, animation, and UI to match the game design.

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 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.

PERSONAL PROJECTS

My Web PortFolio | [Projects Link](#)

A full-stack application designed to showcase game development expertise.

EXPERTISE (HARD SKILLS)

Game Developer

- **Engine:** Unity 6.0 LTS
- **Concept:** Game Logic and Mechanics Design, Modular Project Architecture, Persistent Data State Management (Singleton & PlayerPrefs), Data-Driven Design (Scriptable Objects), AI NPC with Finite State

Machine, Save/Load System (JSON & PlayerPrefs), Asynchronous Scene Transition System, Text File-Based Dialogue System, Object Placement with Raycasting.

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