**RIFKI SETIAWAN**

**Game Programmer**

+62 851-7695-7755 | [rifki.setiawan0101@gmail.com](mailto:rifki.setiawan0101@gmail.com) | [Portfolio](https://my-web-portfolio-rifkisetiawan0101s-projects.vercel.app)|[LinkedIn](https://www.linkedin.com/in/rifki-setiawan0101) | [GitHub](https://github.com/rifkisetiawan0101)

Bekasi Selatan, Kota Bekasi

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

**PENDIDIKAN**

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| **Politeknik Negeri Jakarta** |Depok | *September 2023 - Sekarang* |

*D4 Teknik Multimedia Digital - IPK 3,94 (Semester 5)*

Mata kuliah relevan : 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*

**PENGALAMAN KOMPETISI**

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| **Game Programmer (Tim)** |GAMESEED 2025 | [Link itch.io](https://ladahitamcreation.itch.io/trash-issue) | *25 Juli 2025 - 4 Agustus 2025 (10 hari)* |

* Mengimplementasikan mekanik dan manajemen permainan seperti Persistent Data State Management (Singleton & PlayerPref), Desain Berbasis Data (Scriptable Objects), AI NPC dengan Finite State Machine, Sistem Save/Load (PlayerPref), Sistem Transisi Scene Asynchronous, dll.
* Bekerja sama menggunakan version control system dengan 7 anggota tim lainnya untuk mengintegrasikan gameplay, asset, animasi, dan UI agar sesuai dengan desain game.

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| **Game Programmer (Tim)** |TSA Game Fest 2024 | [Link itch.io](https://ladahitamcreation.itch.io/mystic-market-tycoon) | *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 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.

**PROYEK PRIBADI**

**My Web PortFolio** | [Link Proyek](https://my-web-portfolio-rifkisetiawan0101s-projects.vercel.app/)

Aplikasi full-stack yang dirancang untuk menunjukkan keahlian pengembangan 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.

**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**

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| **Penulis Modul (Volunteer)** |Disnaker Depok | *Juli 2025* |

Membuat 2 modul pembelajaran berjudul “Tutorial Pembuatan Website Menggunakan Wordpress" dan “Membuat Video Pendek Menggunakan Canva”.

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| **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*)

**RIFKI SETIAWAN**

**Game Programmer**

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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**

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| **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**

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| **Game Programmer (Team)** |GAMESEED 2025 | [Link itch.io](https://ladahitamcreation.itch.io/trash-issue) | *July 25th 2025 - August 4th 2025 (10 day)* |

* Implemented mechanics and game management such as 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, dll.
* Worked together using version control system with 7 other team members to integrate gameplay, assets, animation, and UI to match the game design.

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| **Game Programmer (Team)** |TSA Game Fest 2024 | [Link itch.io](https://ladahitamcreation.itch.io/mystic-market-tycoon) | *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](https://my-web-portfolio-rifkisetiawan0101s-projects.vercel.app/)

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 & 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.

**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**

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| **Module Writer (Volunteer)** |Disnaker Depok | *July 2025* |

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

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| **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