**RIFKI SETIAWAN**

+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 website fullstack dan pengembangan game (Unity/C#). Berpengalaman dalam siklus pengembangan proyek dari ide hingga deployment, dibuktikan dengan keberhasilan mendeploy 2 website dan menjadi Top 10 Finalis pada kompetisi TSA Game Fest 2024. Terampil dalam merancang arsitektur backend, mengimplementasikan mekanik gameplay, dan berkolaborasi dalam tim teknis untuk mencapai tujuan proyek secara efisien.

**PENDIDIKAN**

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

*D4 Teknik Multimedia Digital - IPK 3,8 (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*

**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 MySQL (SQL) dan operasi CRUD dengan PHP untuk sistem manajemen konten.
  + Merancang skema database MongoDB (NoSQL) dengan Mongoose untuk mengelola struktur data.
  + Membangun UI yang dinamis dan interaktif menggunakan CSS animation dan Tailwind CSS transition.
  + Membangun backend API mandiri, baik menggunakan arsitektur RESTful dengan Node.js & Express.js maupun menggunakan arsitektur *Serverless Functions* di Vercel.
  + Berhasil terhubung dengan Resend API untuk pengiriman notifikasi email otomatis.
* **Hasil**:

Berhasil membuat 3 website yang berfungsi penuh dan mendeploy 2 aplikasi web diantaranya dengan arsitektur berbeda. *Separate Architecture*: mendeploy frontend (React) ke Vercel dan backend (Node.js) ke platform Railway. *Unified Architecture*: mendeploy aplikasi full-stack (React dan *Serverless Functions*) secara bersamaan pada platform Vercel.

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

Proyek ini lebih dari sekadar resume digital; ini adalah *full-stack application* yang dirancang untuk menunjukkan keahlian saya dalam pengembangan frontend dan backend. Dibangun sebagai *Single Page Application* (SPA) yang dinamis, aplikasi ini menampilkan antarmuka pengguna yang modern dan interaktif dengan animasi yang kompleks, serta API backend yang dibuat khusus untuk menangani fungsi formulir kontak. Keseluruhan aplikasi termasuk API backend, di-deploy dengan mulus di Vercel, menunjukkan pendekatan modern untuk pengembangan web.

**PENGALAMAN KOMPETISI**

**Game Programmer (Tim)** |TSA Game Fest 2024 *Juli 2024 - Oktober 2024*

* **Pencapaian Utama**: Berkontribusi membawa tim menjadi 10 besar finalis dari 43 tim peserta nasional.
* **Mengembangkan Mekanik** : 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.
* **Kolaborasi dengan Tim**: Bekerja sama menggunakan version control system dengan 4 anggota tim lainnya seperti Game Designer, Programmer, 2D Artist dan UI/UX designer untuk mengintegrasikan gameplay, asset, animasi, dan UI agar sesuai dengan desain game.
* **Uji Coba dan Pemecahan Masalah**: Melakukan testing secara berkala untuk menemukan dan memperbaiki bug dalam game, serta memastikan kestabilan permainan.

**KEAHLIAN (HARD SKILL)**

**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.
* **Konsep**: Desain Logika dan Mekanik Game, Persistent Data State Management, Singleton Pattern, Placement Object dengan Raycasting, AI Sederhana (NPC), Sistem Save/Load (JSON), Asynchronous Scene Transition, Dialogue System berbasis File Teks.

**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

**PENGALAMAN VOLUNTEER & KEPANITIAAN**

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

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

**Staff Divisi Administrasi** |Event TIK Games 2024 *Mei 2024 - Agustus 2024*

* Membuat dan Mengarsipkan Dokumen: Mengelola dokumen administrasi berupa proposal dan surat keluar-masuk untuk memastikan kelancaran komunikasi dengan 8+ pihak eksternal.
* Mencatat dan Mendokumentasikan Rapat: Mencatat hasil diskusi, keputusan, serta pembagian tugas yang dilakukan dalam setiap rapat panitia untuk memastikan kelancaran 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**

+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

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 (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*

**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](https://my-web-portfolio-rifkisetiawan0101s-projects.vercel.app/) |

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