

Bekasi, Jawa Barat, Indonesia  
Email: [rifkyzena26@gmail.com](mailto:rifkyzena26@gmail.com)

<https://www.linkedin.com/in/m-rifky-zena-yudha/>  
<https://github.com/rifkyzena>

## Muhammad Rifky Zena Yudha

Whatsapp: +62 813 1759 3631 | Portfolio: <https://rifkyzena-dev.netlify.app/>

### WORK EXPERIENCE

---

Technical Writer Intern QAS (STI)      PT. BANK NEGARA INDONESIA      *March 2023 – Feb 2024*

- Conducted functionality tests on various mobile applications and transaction devices, including **BNI Credit Card, BNI TapCash, BNI Mobile Banking, EDC Ingenico, and RFID Card Reader.**
- Performed API testing using Postman, verifying backend responses and system logs during the BNI Credit Card and BNI Mobile Banking registration process via MobaXterm and HeidiSQL
- Documented testing strategies, catalog tests, system integration tests, and user acceptance tests, ensuring accuracy and completeness. Collaborated closely with mentors and teammates.
- Reported bugs, errors, and defects to the development team, contributing to improved application performance and user experience.

### EDUCATION

---

B.Sc of Computer Science      Bina Nusantara University (BINUS)      *Sept 2019 – Nov 2024*

Highschool      SMAN 9 BEKASI      *2016 – 2019*

### PROJECTS

---

**WFC Terrain Generator**      *Bachelor thesis project (2024)*

WFC Terrain Generator is a tool to help Unity game developers procedurally generate a terrain for their games using Wave Function Collapse algorithm. The terrains are generated with minimum setup with any game asset in similar shape as an input, and the output can be manually selected to ensure control.

**Plato's Cave**      *Personal project (Sept 2023)*

Plato's Cave is a 2D platformer game made in Unity. The gameplay is about rushing to the exit while avoiding traps and reaching highscores. Learned C# programming, Sprite Sheets, Unity Tilemap system, Player Character Animation, Object Instantiation, Game Sessions, Save States, and Scene Management.

### CERTIFICATION

---

Udemy – The Complete 2024 Software Testing Bootcamp      *August 2024*

Udemy – Complete C# Unity Game Developer 2D      *October 2023*

BUMN Magenta – Program Magang Mahasiswa Bersertifikat (PMMB)      *September 2023*

### TECHNOLOGIES and SKILLS

---

- Programming languages: C#, HTML, CSS, Javascript
- Tools: Unity, Visual Studio, Microsoft Office, Postman
- Fluent in English, and Bahasa Indonesia (spoken & written)