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Muhammad Rifky Zena Yudha

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WORK EXPERIENCE

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

- Conducted functionality tests on various mobile and web applications, including **BNI Credit Card**, **BNI Tapcash**, **BNI Mobile Banking**, **EDC Reader Parkee**, and **Mika 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 in the style of Celeste and Super Meat Boy made to develop my fundamental Unity programming skills. Learned about 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, Microsoft Office, Postman
- Fluent in English, and Bahasa Indonesia (spoken & written)