

RAYHAN MUAMMAR SHIDQI

GAME DEVELOPER

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SUMMARY

IT student of President University who takes game development as concentration. I really like this field because it suits my interests and skills, which I want to gain experience and job opportunities in the gaming industry, and I have attended many events, seminars, workshops and training as well as projects to improve my skills and update with the gaming world industry that is currently trending and popular. I spend my rest time to develop games using several engine and particulary role as a Game Tester, Level Designer and Audio Designer for some Game Project.

EDUCATION

President University Informatics (Game Development), Faculty of Computer Science (GPA: 3.50/4.00)	Aug 2023 - Present
SMK LA TANSA ISLAMIC BOARDING SCHOOL Vocational School, DKV Multimedia	Jun 2020 - May 2023

WORK EXPERIENCE

Game Booth Operator - W3GG Event at Indonesia Game Festival (IGF24) Became a Booth Operator one of Sandbox game that developed by W3GG teams.	December 2024
• Engaged with players and explained game mechanics and features clearly. • Collected user feedback and reported technical or gameplay issues to the developer team. • Assisted in managing demo sessions and maintaining booth performance throughout the event.	

Game Tester (Quality Assistance) - Closed Beta Test I & II Tested game performance and identified bugs in "Duet Night Abyss" and "MONGIL: STAR DIVE."	Mar 2025 - Jun 2025
• Conducted extensive gameplay testing to uncover bugs, glitches, and performance issues. • Documented test results and submitted detailed bug reports to the development team. • Provided structured feedback on game balance, UX/UI, and player experience. • Participated in closed beta community discussions to track known issues and updates..	

PROJECTS

Cyber Edu Game - PT ICON+ PLN Developed using Unity WebGL as an educational game for web-based deployment.	May 2025
• Designed and balanced gameplay challenges as Level Designer. • Created sound effects and background music to enhance user experience as Audio Designer. • Collaborated with a multidisciplinary team to deliver a fully playable and optimized WebGL build.	

RATURU: HOME FEVER - GIMJAM ITB 2025 Built with Unity, focused on storytelling and interactive gameplay.	Apr 2025
• Wrote branching narrative and dialogue systems as Game Writer. • Designed immersive sound assets and managed overall game audio as Audio Designer. • Collaborated with developers and artists to ensure a consistent narrative experience.	

Japanese Learn Language Game	Feb 2025	
Built using Godot, this educational Japanese language learning game featured interactive mini-games.		
<ul style="list-style-type: none"> Designed engaging and progressive levels to reinforce vocabulary and grammar as Level Designer. Produced all sound effects and background music to enhance the learning experience as Audio Designer. Focused on user experience, language immersion, and gameplay pacing to ensure effective language acquisition. 		
Wanderer Fantasion (Under Development)	Jul 2023	
Developed in RPG Maker MV, a fantasy RPG featuring turn-based combat and exploration.		
<ul style="list-style-type: none"> Took full responsibility as a Fullstack Game Developer, from event scripting to map design. Balanced gameplay progression, economy, and combat systems. Optimized tile sets and managed all internal game systems and assets. 		
The Everlasting Love (Under Development)	Jun 2025	
Created using Ren'Py, a narrative-driven visual novel with multiple endings.		
<ul style="list-style-type: none"> Composed background music and sound effects as Audio Designer. Coded game flow logic, scene transitions, and menu systems as Game Programmer. Acted as Assistant Project Manager, organizing tasks and coordinating across departments to ensure on-time delivery. 		
ORGANIZATION EXPERIENCE		
Buzzy Wizzy Studio	Jan 2025 - Present	
Junior Game Developer		
<ul style="list-style-type: none"> Collaborated in a small agile team to develop and polish gameplay features. Implemented simple game mechanics, UI interactions, and bug fixes under supervision. Participated in sprint reviews, testing cycles, and brainstorming design ideas. Learned and applied version control using Git for team collaboration. 		
President University Nippon Community (PUNICO)	Sep 2024 - Present	
Public Relations External		
<ul style="list-style-type: none"> Built and maintained external partnerships and communication with other universities or cultural communities. Organized events, maintained social media presence, and promoted club activities. Designed promotional materials and helped manage the club's branding. Acted as liaison between the club and public collaborators or guests during events. 		
Zahirul Ma'alा	Sep 2023 - Aug 2024	
Entrepreneurship		
<ul style="list-style-type: none"> Participated in planning and executing entrepreneurial projects with social impact. Conducted market research and contributed to product idea generation. Assisted in budgeting, marketing, and pitching initiatives. Supported team coordination and logistics during public showcases or events. 		
TECHNICAL SKILLS & TOOLS		
Unity	Ren'py Visual Novel Engine	Aseprite
Godot Engine	Sandbox Engine	FL Studio
RPG MAKER	Figma	PreSonus Studio One
Framer	Blender	C#
Adobe XD	Krita	Python
JavaScript	HTML	CSS
ADDITIONAL INFORMATION		
<ul style="list-style-type: none"> Languages: English (Fluent), Indonesia (Native), Spanish (Basic), Arabic (Basic), Japanese (Basic) Activity: Junior Game Developer at Buzzy Wizzy Studio and Founder of RUSA GAMING Game Media Awards: Nominations Best Game of GIMJAM ITB 2025 (RATURU: HOME FEVER) 		