

# 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

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

### WORK EXPERIENCE

|  |                            |
|--|----------------------------|
| <b>Game Booth Operator - W3GG Event at Indonesia Game Festival (IGF24)</b><br><b>Became a Booth Operator one of Sandbox game that developed by W3GG teams.</b> <ul style="list-style-type: none"><li>Engaged with players and explained game mechanics and features clearly.</li><li>Collected user feedback and reported technical or gameplay issues to the developer team.</li><li>Assisted in managing demo sessions and maintaining booth performance throughout the event.</li></ul>   | <b>December 2024</b>       |
| <b>Game Tester (Quality Assistance) - Closed Beta Test I &amp; II</b><br><b>Tested game performance and identified bugs in "Duet Night Abyss" and "MONGIL: STAR DIVE."</b> <ul style="list-style-type: none"><li>Conducted extensive gameplay testing to uncover bugs, glitches, and performance issues.</li><li>Documented test results and submitted detailed bug reports to the development team.</li><li>Provided structured feedback on game balance, UX/UI, and player experience.</li><li>Participated in closed beta community discussions to track known issues and updates..</li></ul> | <b>Mar 2025 - Jun 2025</b> |

### PROJECTS

|   |                 |
|---|-----------------|
| <b>Cyber Edu Game - PT ICON+ PLN</b><br><b>Developed using Unity WebGL as an educational game for web-based deployment.</b> <ul style="list-style-type: none"><li>Designed and balanced gameplay challenges as Level Designer.</li><li>Created sound effects and background music to enhance user experience as Audio Designer.</li><li>Collaborated with a multidisciplinary team to deliver a fully playable and optimized WebGL build.</li></ul> | <b>May 2025</b> |
| <b>RATURU: HOME FEVER - GIMJAM ITB 2025</b><br><b>Built with Unity, focused on storytelling and interactive gameplay.</b> <ul style="list-style-type: none"><li>Wrote branching narrative and dialogue systems as Game Writer.</li><li>Designed immersive sound assets and managed overall game audio as Audio Designer.</li><li>Collaborated with developers and artists to ensure a consistent narrative experience.</li></ul>                    | <b>Apr 2025</b> |

Japanese Learn Language Game

Feb 2025

Built using Godot, this educational Japanese language learning game featured interactive mini-games.

- 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.

- 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.

- 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

- 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

- 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’ala

Sep 2023 - Aug 2024

Entrepreneurship

- 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

- **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)