



## Rizqi Maulana Hafidz

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### About Me

I am Rizqi Maulana Hafidz, a graduate of Informatics Engineering from Brawijaya University. Currently active as a job seeker or intern, working on portfolio projects, helping with the family business, and continuously learning about technological developments. During my studies, I mastered computer science subjects such as computer graphics, web developments, and mobile application programming, and served as the head of a campus community division. I have a strong interest in pursuing a career as a fullstack developer.

### Education

#### **Brawijaya University (2020–2026)**

*Faculty of Computer Science, Informatics Engineering – GPA 3.66*

- Mastered computer graphics, user experience design, IT industry management, IT entrepreneurship, mobile application programming, web app development, and application and game product design.

#### **SMA Negeri 71 Jakarta (2017-2020)**

*Science Major*

- Participated in a student exchange program to Australia in 2018.
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### Activities & Recent Projects

#### **BuanaBooks: Plywood Factory Ledger Web App (April 2026 - Now)**

- Conducted interviews with the employees for inquiring about the web app's requirements.
- Designed the dashboard frontend using AI Tools based on the requirements references.
- Conducted research about finance and ledgers.
- Built the website using the Next.js framework, Turborepo, and pnpm package manager with the help of AI Coding Tools.

#### **Legel & Co Law Firm's Landing Page (March 2026)**

- Designed the website frontend using Google Stitch.
- Built the website using the Next.js framework and Turbopack.
- Implemented a landing page based on their comprehensive document
- Deployed the website using Vercel (via GitHub).
- Integrated the Resend API for email delivery on the Contact Form.

#### **Personal Portfolio Website Project (February 2026)**

- Designed the website frontend using Google Stitch.

- Built the website using the Next.js framework and Turbopack.
- Implemented a landing page, project page, and admin dashboard page with authentication and CRUD operations.
- Deployed the website using VPS and configured all the devops through Hostinger's Dokploy.
- Integrated the Resend API for email delivery on the Contact Form.

### **2D Endless Runner Game Development Project for Undergraduate Thesis Research on Dynamic Difficulty Adjustment (March 2025 – January 2026)**

- Conducted a literature review and identified problems based on prior research.
- Designed the game by creating core mechanics, game systems, and the core gameplay loop.
- Designed a threshold-based Dynamic Difficulty Adjustment (DDA) system by defining game variables and player state variables.
- Developed the game and implemented the DDA system according to the design using Unity Engine and C#.
- Conducted DDA variable playtesting using statistical methods.
- Performed experiments and analyzed results using statistical methods.
- Authored a thesis journal and published it in the Journal of Information Technology and Computer Science Development (J-PTIHK), Brawijaya University.

### **Game Design Project – CBat Studio (December 2023 – October 2024)**

- Conducted research on the game concept to be designed.
- Developed the game concept, from storyline to mechanics.
- Created a Game Design Document (GDD) using Notion, Google Docs, and Microsoft Excel.
- Designed the technical mechanics for each scene in detail and ensured other divisions could understand the design.
- Held weekly meetings to discuss progress and upcoming developments

### **Head of Functional Division – Game Designer, Raion Community (January 2023 – December 2023)**

- Conducted interviews during the 2023 Raion new member recruitment event.
- Created and evaluated game development project assignments for the 2023 Raion new member recruitment.
- Built a repository of books, journals, and videos on game design using Google Classroom.
- Attended monthly meetings to discuss work programs.
- Held monthly workshops to help new members understand game design.
- Determined the theme and served as a judge for the 2023 Raion Hackjam event (an internal event aimed at sharpening members' skills).
- Served as a speaker at Raion Academy 2023 (an event introducing the world of game development and Raion to prospective future members).

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## **Skills & Competencies**

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| ▪ Web Development             | ▪ Teamwork                   |
| ▪ Github                      | ▪ Good Communications Skills |
| ▪ Notion                      | ▪ Public Speaking            |
| ▪ Object Oriented Programming | ▪ Detail Oriented            |
| ▪ AI Tools                    | ▪ English Language           |