Rofi Azhar

Informatics Graduate · Game Development · Software Development · Data Analysis

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PROFILE

Informatics graduate from Universitas Amikom Purwokerto (GPA 3.88/4.00) with experience building desktop, web, Android, and game applications through academic projects and the MSIB programme. Comfortable working across game development, software development, and data analysis, with a focus on clear implementation, structured collaboration, and maintainable code.

EXPERIENCE

Main Game Programmer · Game Design & Development

February – June 2024

Infinite Learning Indonesia · MSIB Batch 6

Batam, Indonesia · Remote · Five-person cross-functional team

- Developed application logic, gameplay systems, data structures, and algorithm optimisations using Unity, C#, and OOP.
- Worked across design, development, testing, and deployment over five months with an Agile Scrum team.
- Used Git for structured source-code management and team collaboration.

Production Staff

October 2019 – March 2020

Daciptech Seimitsu Corp.

Jakarta, Indonesia

- Carried out production and quality-control procedures consistently in line with operating standards and customer specifications.
- Inspected and sorted products to verify quality, and documented inspection results against customer specifications.
- Worked carefully and collaboratively in a production environment with demanding targets.

SELECTED PROJECTS

Anoman Obong

Solo thesis project · Android

Unity · C# · Android · Game Development Life Cycle

Designed and independently developed a 2D platform game that connects the wayang kulit story of Anoman with digital game media. Implemented character controls, game mechanics, user interface, and gameplay logic using OOP principles, and published a prototype on itch.io for testing.

Nightfall: Kuyang Quest

Team project · MSIB Batch 6

Unity · C# · Agile Scrum · Git

Main Game Programmer in a five-member team. Contributed gameplay mechanics, player controls, and core gameplay logic, and collaborated through an Agile Scrum development process during the Infinite Learning MSIB programme.

TomaTernity

Game jam · Distributed team

Unity · C# · Game Development Life Cycle · Git

Game Programmer for a Mini Jame Gam #59 entry developed in two days. Implemented game mechanics, character controls, object interaction, an Audio Manager, and a detection system, working remotely with a distributed team.

Zenzational

Retro Game Jam · Team project

Unity · C# · Game Development Life Cycle · Git

Unity Game Programmer on a collaborative Retro Game Jam entry. Implemented player mechanics, weapon systems, object interactions, and gameplay logic, then debugged and optimised the build before submission.

Medicine Search & Information Retrieval

Data science project · CLI

Python · MySQL · NumPy · Gensim · NLTK · WordNet · Word2Vec

Built a command-line medicine search system over a MySQL database. Applied tokenisation, stop-word removal, and lemmatisation with NLTK; expanded queries with WordNet; and ranked results with Word2Vec representations and cosine similarity.

SKILLS

Programming languages: C#, TypeScript, Python, Java, JavaScript, HTML, CSS, PHP, SQL

Tools & practices: Git, MySQL, NumPy, Gensim, NLTK, WordNet, Word2Vec, OOP, IT support

Office tools: Microsoft Office

Development: Unity, Next.js, NestJS, Prisma, Tailwind CSS, game development, software development, desktop/web/mobile development, data analysis

Ways of working: Agile Scrum, project management, problem solving, team collaboration, communication

Areas of interest: Game development, software development, data analysis, mobile development

EDUCATION

BSc in Informatics

September 2021 – September 2025

Universitas Amikom Purwokerto

GPA 3.88 / 4.00 · Banyumas, Indonesia

Undergraduate thesis: "Anoman Obong" 2D Platform Game as a Medium for Revitalising Shadow-Puppet Culture in the Digital Era.

Academic foundations: data structures & algorithms, databases, OOP, SDLC, software engineering, computer architecture & networks.

Merdeka Student Exchange Participant · Batch 3

September 2023 – February 2024

Universitas Prima Indonesia · Medan

Kampus Merdeka programme · academic discussions, Modul Nusantara, and community activities

CERTIFICATIONS & TRAINING

- Game Design & Development (2D) — Infinite Learning Indonesia × RMIT
- RH 124: Red Hat Enterprise Linux System Administration I — Red Hat
- Applied Microsoft Office — Trust Training Partners
- English Certification — Universitas Amikom Purwokerto
- Electrical Competency Certification — PT Kereta Api Indonesia
- Certified Data Analyst Foundations Course — Udemy
- Intro to Data Analyst — RevoU
- Master the Blender for Game Art, Film & Design — Udemy
- Fundamental 2D Game Development — Coding Studio
- Student Exchange Programme · Batch 3 — Kampus Merdeka

Portfolio: rovuid.my.id · GitHub: github.com/Az-Rof