

Rifki Indra Zakaria

Game Developer

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PROFESSIONAL SUMMARY

Informatics Engineering student focusing on 2D/3D game development using Unity. Passionate about mechanical design, level progression, and implementing modular systems with clean, scalable architecture. Focused on gameplay quality, control responsiveness, and immersive player experiences.

EDUCATION

Universitas Muria Kudus

2022 – 2026

S1 informatics engineering

WORK EXPERIENCE

- Jan 2022 – Present

Freelancer

- Managed social media platforms including YouTube, Facebook, Instagram, TikTok, and Discord to maintain audience engagement and content consistency.
- Designed web UI/UX prototypes using Figma, focusing on usability, layout structure, and user-centered design principles.
- Developed web backend systems using PHP, implementing core functionalities and database integration.
- Created Game Development Documents (GDD) to define game concepts, mechanics, workflow, and development pipeline.

PROJECTS

Salmon-Fish: Far From Home (scarrotles.itch.io/salmon-fish-far-from-home)

- A mature salmon manages to escape from a fish cage in a peaceful mountain village.
- However, its actions do not go unnoticed by local fishermen.
- This is where the adventure begins: the fish jumps into the river and swims as fast as it can down the current, while the fishermen chase it relentlessly.

Wichery (scarrotles.itch.io/witchery)

- A good witch who sells her potions, when she was offering it to your place she got an unexpected incident...
- This Game Have 3 Ending, Good Luck!

Mount Pancaroba (www.roblox.com/games/71049965046901/Mount-Pancaroba)

- "Explore Mount Pancaroba, a majestic mountain boasting natural beauty, dense forests, and a stunning diversity of living creatures.
- However, behind its beauty lies a dark story of exploitation and destruction caused by human greed.
- Discover the remaining harmony, or witness the scars left behind.

Jump Knight (scarrotles.itch.io/jump-knight)

- Trapped deep within a dangerous and frigid ice cave, a brave knight must battle gravity, not enemies, to survive.
- In Jump Knight(Inspired by "Jump King"), you are challenged to jump from one slippery and fragile ice platform to another, as you try to escape the frozen depths.
- Every jump you make is a step toward freedom, but be careful—one wrong move can send you tumbling down, losing all your progress.

SKILLS

Technical Skills:

- Unity, Photoshop, FI-Studio, Blender, Aseprite, PHP, Figma

Professional Skills:

- Teamwork, Problem-Solving, Adaptability