

RANAUFAL MUHA

GAME & SMART CONTRACT DEVELOPER

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SUMMARY

Currently pursuing a bachelor's degree at Politeknik Negeri Padang, I am now in my sixth semester. My enthusiasm for blockchain has driven me to delve into smart contracts and decentralized applications, while my love for gaming has led me to create several games that I developed myself. I am eager to utilize my technical expertise and innovative mindset through an internship opportunity in a dynamic and forward-thinking environment

WORK EXPERIENCE

Feb 2024

Full Stack Developer at International Doctoral Program

- Developed a mobile application that help Indonesian students to upload registration file more easier for admin and the students.
- For mobile created using Flutter, Backend using Node JS, and hosted on Niagahoster

September 2023

Graphic design at Cybertech Politeknik Negeri Padang (Organization)

- for the Graduation ceremony of Politeknik Negeri Padang.
- I was the team leader
- our responsibility was to create card designs for more than 1000 graduates and be the administrator in the event.

SKILLS

Programming Language : Java (Object Oriented Programming), JavaScript/TypeScript, python, C#, C++, Dart, Kotlin, HTML/CSS, Golang

Game Engine : Unity, Unreal Engine 5

Data Management and Development

Processes : SQL, Git, Agile Methodology, Algorithm, Data Structures

ACTIVITIES

Feb 2023 – Feb 2024

IT Coordinator title : Coordinator 3 Division which is Programming, Networking and Multimedia at Cybertech Politeknik Negeri Padang

November 2023

Coordinator Leader : on Hackathon Cybertech 2023 (The biggest Hackathon in Cybertech Politeknik Negeri Padang history) and the theme is "Building Communities Through Digital Solutions".

EDUCATION

2021 – Present

S.Tr.Kom (Bachelor) – POLITEKNIK NEGERI PADANG (PADANG, INDONESIA)

Information Technology, software Engineer Technology
GPA : 3.8 / 4; Top 10 GPA in Software Engineer Study Program

AWARDS

May 2023

Silver medal in SAFE – Network, Thailand

We made an Idea About Internet Of Things for Farmers called Feazy (Feed Easy) This IOT is for farmers who can automatically fill food bins

Feb 2023

Mobile App Competition 6.0, Finalist Universiti Malaysia Sarawak

Internationally recognized award with over 70 participants. The Programme focuses for Sustainability world.

Feb 2023

Third Place in Hackathon Cybertech PNP

We create an Artificial Intelligent website for student so they can now what will they do and a lot of video tutorial linked from youtube.

PROJECTS

Feb 2024 – Present

Peridot (Web 3) – Peridot is my personal project. it is a web 3 application for MEMETHON on IC-Network. I will create tokens on ICP Blockchain and integrated with the Game.
Technology : Motoko, React JS, Agile Methodology, ICP Blockchain, Unity Technology

Jul 2023

The Hustle (Game) – The Hustle is a project by 2 people. this is 1 vs 1 desktop game looks like Taken but 3D camera.

Role : Project Lead, Programmer, Unit Tester, Map Design
Technology : Unreal Engine 5 (C++), Blender, Mixamo

February 2023

Trandy-Transportation Buddy (Mobile Application) – This project created with my team and me as a leader. You can buy Transportation Ticket and you also can buy Food with the cheapest Business Model Fees. With this project our team be finalist in Mobile App Competition 6.0 Universiti Malaysia Sarawak

Role : Full-Stack, Project Lead
Technology : Flutter, PHP Native

Jun 2022

The Runner (Game) – The Runner is endless runner mobile game adaptation from my first game, which is Joki Runner but the graphic is more good. This is my personal project and was uploaded in google play store.

Role : Full-Stack Game Developer
Technology : Unity (C#), Blender, Mixamo