

RIDHO DWI ANANTA

Denpasar Selatan, Bali, Indonesia • ridhodwia4@gmail.com • + 6287777177892

A 21-year-old undergraduate game technology student at Politeknik Elektronika Negeri Surabaya (PENS) with a strong interest in working in the game development field, particularly game programming using the Unity engine. I am also a Unity Certified Associate Programmer. I have experience working effectively in teams and possess strong communication skills.

EXPERIENCE

Miracle Gates Entertainment
Intern Game Programmer

Denpasar, Bali
2025 - Now

EDUCATION

POLITEKNIK ELEKTRONIKA NEGERI SURABAYA
Game Technology
GPA: 3.74

Surabaya, East Java
2022 - Now

SKILLS

- Hard Skill: Game programming in Unity, C#, graphic design, and UI artist
- Soft Skill: Critical thinking, problem solving, teamwork, and communication
- Software: Unity, Visual Studio Code, Adobe Illustrator, and Notion

PROJECT

MAGO THE GREAT

2023

Digital Game

<https://yamigisa.itch.io/mago-the-great>

- Created and designed the core of the game
- Programmed the entire game
- Created several UI components
- Implemented art assets into the game

A CAT'S TAIL

2023 - 2024

Digital Game

<https://yamigisa.itch.io/a-cats-tail>

- Lead programmer
- Programmed most of the game, such as mechanic and system
- Created several UI components
- Implemented art assets into the game

HOLIDAY TRIP

2024

Digital Game

CONFIDENTIAL

- Programmed several game mechanic and system
- Conducted game testing to identify and report bugs
- Implemented art assets into the game

PROJECT GROW

2024

Digital Game

<https://imfeelingood.itch.io/project-grow-android>

- Programmed several game mechanic
- Conducted game testing to identify and report bugs
- Implemented art assets into the game

I'M A VENDING MACHINE

2025

Digital Game

<https://imfeelingood.itch.io/im-a-vending-machine>

- Programmed the core and several mechanic
- Created and programmed several UI assets
- Conducted game testing to identify and report bugs
- Implemented art assets into the game

PROJECT ISSUE

2025

Digital Game

<https://imfeelingood.itch.io/project-issue>

- Created and designed the core of the game
- Drew all art assets
- Animated several assets

PAKET MALAM

2025

Digital Game

<https://imfeelingood.itch.io/paket-malam>

- Programmed the core and several mechanic
- Programmed several UI
- Voice dubbing for the main character