

Abdul Rafi

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EDUCATION

University of Indonesia

Bachelor of Computer Science
GPA: 3.79/4.0 (146 credits / 8 Semesters)

Jakarta, ID
Expected: 7/2025

WORKING EXPERIENCE

Kokocoder

Coding coach who is also entrusted with leading and managing Kokocoder events, including competitive programming camps and competitions.

- Managed Knight Camp 6.0, an offline competitive programming camp with 130 participants.
- Making and giving lectures on competitive programming.
- One of the developers of Kokocoder web.

Jakarta, ID
4/2021 – Present

Agate - Supporting Tech Engineer Staff

Internship in Agate's Porting Division, focusing on Unreal Engine development and PlayStation 5 features.

- Worked with Unreal Engine lighting and materials
- Implemented Gameplay Ability System (GAS)
- Ported PlayStation 5 features

Bandung, ID
06/2024 – 09/2024

Agate Game Course - Lead Programmer

Participated in the government's independent study program as Lead Programmer, leading a team of 6 programmers while collaborating with Lead Artist, Game Designer, and Game Producer to develop game projects. Mentored by Agate's professional game developers.

Jakarta, ID
02/2024 – 06/2024

Ikadev - Game Programmer

Worked as a Godot game programmer intern, contributing to game development projects.

Jakarta, ID
11/2023 – 03/2024

PROJECTS

[Courier's Conquest](#)

RPG project inspired by Genshin Impact, where players embark on a delivery adventure in a vibrant open world. As the lead programmer, I managed a team of 6 programmers while implementing core RPG systems and mechanics.

Jakarta, ID
08/2023

[Molly, Palli-Palli](#)

Developed for GameJam+, Moly, Palli-Palli is platformer game where MC is a 2D character in a 3D world that teaches fire safety through Molly's journey of survival and critical life-saving actions.

Jakarta, ID
11/2024

[FullStack WitchCraft](#)

Unreal Engine game jam project. A chaotic local co-op game where two witches compete to collect the most books in a magical laboratory. Nominated for Best Visual and Best Gameplay GIM ITB GameJam 2025!

Jakarta, ID
03/2025

Research & Development

FPS 3C and Shader Research

Research project focusing on three main areas: FPS character control and camera systems, advanced shader effects, and PlayStation 5 feature integration.

Bandung, ID
07/2024 – 08/2024

Gameplay Ability System Research

Research into implementing a comprehensive gameplay ability system for MOBA-style games with multiplayer support.

Bandung, ID
06/2024 – 07/2024

AWARDS

Gold Medalist - Gemastik 2022

Issued by Pusat Prestasi Nasional

Jakarta, ID
11/2022

Gold Medalist - The 2022 ICPC Asia Jakarta Regional Contest

Issued by ICPC Foundation

Jakarta, ID
11/2022

Silver Medal, Indonesia National Olympiad in Informatics

Issued by ICPC Foundation

Jakarta, ID
10/2020