



# HABIBURRAMDHAN LESMANA

SOFTWARE ENGINEER & GAME DEV

## CONTACT

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## EDUCATION

2023 - 2026

SMKS WIKRAMA BOGOR

- Software Development and Game

## LANGUAGES

- English (Native)
- Indonesia (Native)
- Japanese (Basics)
- Chinese (Basics)

## CERTIFICATIONS & TRAINING

### Dicoding

- Getting Started with Java
- Learn Basic Web Programming
- Learn to Create Front-End Web for Beginners
- Start Programming with Python
- Learn Basic Data Visualization
- Cloud Practitioner Essentials (AWS Cloud Basics)
- Learn Basic JavaScript Programming
- Learn Back-End with JavaScript
- Learn Basic AI
- Machine Learning for Beginners

## PROFILE

I am a Software Engineer and Game Developer focused on web application and game development. I have experience with technologies such as PHP, Laravel, JavaScript, React, and various game development tools like Unity and Godot. I am passionate about continuously learning and developing skills in the technology and software development fields.

## SKILLS

- Languages: PHP, JavaScript, HTML, CSS, C#
- Frameworks & Libraries: Laravel, React, Unity
- Tools & Technologies: Git, PGAdmin4, MySQL, MongoDB, APIs, RESTful services
- Game Development: Unity 2D, Godot, C# scripting, game mechanics, asset integration
- Others: Agile methodologies, problem-solving, debugging, version control

## PORTFOLIO & PROJECT

### Employee Attendance Management System

- Developed a web application for managing employee attendance, utilizing Laravel and MySQL. Features include complete CRUD operations, advanced search functionality, and filtering options to streamline attendance tracking and reporting.

### 2D Horror Side-Scroller Game

- Designed and developed a 2D horror game using Unity. Implemented engaging side-scrolling mechanics, atmospheric visuals, and interactive gameplay to create a compelling player experience.

### Tokopedia Clone

- Recreated a responsive and scalable e-commerce platform inspired by Tokopedia, utilizing Tailwind CSS and Next.js. Integrated dynamic product displays, modern UI components, and client-server communication to simulate real-world e-commerce functionality.

### Shopee Clone

- Developed a clone of the Shopee e-commerce platform using React.js and Tailwind CSS. Features include user authentication, product categorization, and a responsive design, closely mimicking the Shopee user interface and functionality.

- **Website Development Fundamental**
  - Internet Introduction
  - Frond-End Development...
  - Back-End Development Introduction
  - API Introduction
  - How Website Development Works
  - Introduction to Cloud
  - Integrated Development
  - Responsive Website Design
  - Career in Website Development
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- **Frontend - HTML**
  - Browser, HTTP, DNS, and Hosting
  - Introduction to HTML
  - Atributes and Block Element
  - HTML Images and Formatted Text
  - Inline Elements
  - Semantic HTML and Generic Elements
  - Table and The Implementation
  - Forms & The Implementation
  - HTML Styles & Colors
  - HTML Classes and ID
  - HTML Medis
  - Practice: Making a "To Do List" Website
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- **Frontend - Javascript**
  - Introduction to Javascript
  - Data Type and Operator
  - Comparison and Logical Operators
  - Object and Array
  - Conditional Branching
  - Switch Statement
  - Javascript: Loop1
  - Javascript: Loop 2
  - Javascript: Function
  - JavaScript Method Number and Math
  - Document Object Model #1
  - Document Object Model #2
  - JavaScript Method String
  - JavaScript Method Number and Math
  - Javascript Method Array
  - Array Iteration and Regex

Cozy Farming Game

- Created a relaxing farming simulation game with 2.5D graphics using Godot Engine. Players can cultivate crops, raise animals, and explore the surrounding environment, focusing on creating a serene and engaging experience.

Rayon 5 Wikrama Website

Rayon 5 Wikrama Website

- Created a website for Rayon 5 SMK Wikrama Bogor using Google Sites, featuring student profiles, class schedules, and announcements in a simple and accessible format.

Pixel Adventure Game

- Developed a pixel-art adventure game using Godot Engine with 2.5D graphics. The game features intricate levels, challenging enemies, and unique puzzles, delivering a nostalgic yet innovative experience for players.

Cozy Travel Game

- Designed a visually stunning cozy game using Godot Engine, telling the story of a retired individual traveling the world. The game blends storytelling and exploration mechanics, offering players an emotional and relaxing journey in 2D with vibrant visuals.

Fruit Store Website

- Developed an interactive e-commerce website for a fruit store, enabling users to browse, search, and purchase fresh fruits online. Built with Laravel and Tailwind CSS, the platform includes features like a shopping cart, product filtering, user authentication, and a secure checkout system. Ensured responsive design for seamless use across devices and integrated a user-friendly admin panel for inventory management.

Pecel Lele Restaurant Website

- Created a dynamic and responsive website for a Pecel Lele restaurant. The platform showcases the menu, special offers, and customer reviews while providing features like online table reservations and takeaway ordering. Developed using Laravel and Bootstrap for a clean and user-friendly interface, with an integrated admin panel for easy menu updates and order tracking. Designed to enhance the customer experience and promote the restaurant's brand effectively.