



# KENAN FIRMANSYAH

SOFTWARE ENGINEER | GAME DEVELOPER

A dedicated and versatile tech enthusiast with a passion for innovation and a strong foundation in game programming, data science, mobile app development, and backend scripting.

## EXPERIENCES AND PROJECTS

### Apple Developer (Learner)

Apple Developer Academy | 2025 Feb - Present

- Selected for an intensive program focused on app development, design thinking, and interdisciplinary collaboration.
- Gained hands-on experience in user research, UI/UX design, prototyping, and iterative testing.
- Worked in diverse teams to identify real-world problems and build impactful app-based solutions from concept to prototype.

### Game QA + Technical Support

Ecsoft Interactive | 2025 April - 2025 June

- Reviewed builds and identified critical bugs, providing feedback to the team.
- Assisted in optimizing and preparing the game for iOS release, smoother performance, and UI adaptation.
- Facilitated better communication between designers and programmers to align game feel and production timelines.

### Game Developer (Unreal Engine)

Starpixel Studios | 2024 Oct - 2025 April

- Leading Developer in Multiplayer Horror Project
- Used Blueprint extensively, with occasional C++ integration for performance-critical systems
- Delivered weekly builds, managed bug tracking, and provided internal documentation for long-term maintainability

### Unity Game Programmer Training Program (Online)

Google Play x Unity | 2024 April - 2024 Sep

- Developed and tested game features within the Unity framework.
- Enhanced skills in mobile game development, with a focus on the Google Play platform.

## EDUCATION

### Bachelor of Computer Engineering, Major in Game Technology

Electronic Engineering Polytechnic Institute of Surabaya (2020 - 2024)  
GPA 3.67 (Cumlaude)

## SKILLS

- Programming (Python, C++, C#, unreal blueprint)
- Data Analysis and Visualization
- Mobile App Development (Figma, Swift)
- Game Design and Development
- AI and Machine Learning

## CONTACT



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Holland village Jakarta, Cemp.  
Putih, Jakarta Pusat, Daerah  
Khusus Ibukota Jakarta 10510

## ADDITIONAL EXPERIENCES & PROJECTS

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### GAME DEVELOPMENT

#### Fisherman Manager (For My Professor's Research)

Research Work Using Unreal Engine 5 | 2024 June - 2024 Sep

- Implementing Dynamic Difficulty Adjustment Using Q-Learning and Fuzzy Logic on Unreal 5
- Experiment with MetaSounds to Generate Unique Sound Effect
- Created Multiple Research Paper, Journal and Books to Experimenting How To Enhance Gameplay

#### Turn To Lava (Turn Based Platformer)

ScoreSpace Jam #31 | 2024 Sep

- Solo development using Unity Game Engine
- Prototype developed in 24 Hours
- Itch io User comment "Turn-based platformer is a great idea, but game still need more work"

#### Xanthous (Thesis: AI in VR Horror Game)

Electronic Engineering Polytechnic Institute of Surabaya | 2023 Feb - 2024 July

- Developed AI systems and game mechanics using Unreal Engine.
- Create immersive gameplay experiences for horror game enthusiasts.

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### PUBLICATIONS

#### Enhancing Serious Game Experience Through In-Game Radio Using Context-Aware Recommender System Based on Player Behavior

INASS International Journal of Intelligent Engineering and Systems | Sep 2, 2024  
DOI: 10.22266/ijies2024.1031.26

#### Dynamic Level of Difficulties Using Q-Learning and Fuzzy Logic

IEEE Access ( Volume: 12) | Sep 11, 2024  
DOI: 10.1109/ACCESS.2024.3457801

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### OTHER TECH DEVELOPMENT

#### Home Server

Personal Project | 2023 Oct - 2023 Des

- Designed and implemented a multifunctional home server serving as a Network-Attached Storage (NAS), a database server, and a computing server.
- Proficiently configured and managed linux based server architecture.
- Utilized proxmox for server operating systems, showcasing proficiency in Linux-based systems.

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