

Arif Rahman

Frontend and game developer learning to build useful tools and meaningful experiences

Projects

Wonderful Indonesia

3D Population data visualization of Sumatra island in Indonesia

- Developed in a week for 2023 Threlte hackaton where it won the 2nd place award
- Created a geotiff to optimized JSON generator
- Created a system to mask the data using a black and white image
- Able to select the visualization resolution of the data

Save To Obsidian

An unofficial chrome extension to precisely get data from webpages. intended to be used with Obsidian.md properties

- Created an algorithm to store web elements position on the DOM so that elements selected by users can be reread on another page with similar structure
- Created custom UI components such as a date picker, orderable list, and floating menu
- Injected a floating UI as an iframe so that it can read the pages content while not interfering with the pages styles

Calamity

A VR platformer demo where you can switch camera modes in realtime to test third-person perspectives

- Created a custom collision system using raycasts and spherecasts for better traversal of the level
- Modeled and animated the main character in blender
- Able to smoothly switch between 3 types of third-person perspectives and first-person

Aerobuddy AI Landing Page

A Landing page and Authentication app for Aerobuddy AI

- Used Notion as a database and CMS
- Deployed on Google Cloud Platform
- Implemented Google OAuth using Auth.js

HyperPong

A pong inspired game with dynamic levels and powers

- Created a mesh collision regeneration system for dynamic levels animated using blend shapes
- Implemented a polished and dynamic UI using tween sequencer library

Contact

arif.bio

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Skills

Programming Languages

Javascript, Typescript, C#, HTML, CSS, C++, SQL

Libraries & Frameworks

Svelte, React, Sveltekit, Next.js, Tailwind, SST, Three.js

Tools & Platforms

Git, Unity, Blender, Figma, After Effects, Photoshop, Davinci Resolve, Godot, Vercel, AWS, Cloudflare

Education

Institut Teknologi Sepuluh Nopember

Graduate of Informatics Engineering with 3.61 GPA

- Vice Head of Student Resource Development Department of **Himpunan Mahasiswa Teknik Computer-Informatika ITS**
- Expert Staff of Design, Documentation, and Decoration Division of **Schematics ITS**
- President of **ITS Debating Society**

Interests

Tabletop and Video Games, Swimming, Music, Movies, and a little too much Youtube