

Contact

mhmd.andriansyah07@gmail.com

www.linkedin.com/in/
mhmdandriansyh (LinkedIn)
ansdev.online/ (Portfolio)

Top Skills

Luau
Lua
Google Workspace

Languages

Bahasa Indonesia (Native or
Bilingual)
Bahasa Inggris (Professional
Working)

Certifications

Python Developer
Best Student of Class XII Office
Management and Business Services
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Muhammad Andriansyah

Game Developer at Unictive | Roblox Game Developer
South Jakarta, Jakarta, Indonesia

Summary

With over six years of dedicated experience as a Roblox Game Developer, I specialize in scripting with Lua/Luau to create high-quality, engaging experiences. My focus has always been on engineering the immersive and innovative mechanics that form the core of a player's connection to the game, turning creative concepts into polished, functional realities.

My passion for development sparked when I first discovered Roblox Studio. This gave me an invaluable, early start in understanding the architecture of online games from the inside out. This hands-on experience provided a deep, foundational understanding of how game systems are built, how mechanics truly function, and what ultimately makes an experience memorable and engaging for the player.

I thrive on complex technical challenges and am driven by a commitment to excellence. While my expertise is deeply rooted in the Roblox platform, I am passionate about broadening my technical horizons. I am actively exploring development in other industry-standard engines to deepen my understanding of game architecture across different environments. My ultimate goal is to leverage a diverse skill set to architect innovative and memorable worlds, wherever they are built.

Experience

Unictive
Game Developer - Programmer
June 2026 - Present (4 months)
West Jakarta

- Programmed tailored Roblox game experiences for corporate B2B clients.
- Translated brand guidelines into engaging interactive gameplay mechanics.
- Developed robust core game logic and highly responsive frontend UIs.

- Built secure backend systems for reliable player data persistence.
- Maintained scalable code structures across concurrent client projects.
- Optimized cross-platform performance to meet strict production deadlines.

Client: Paddle Pop

Roblox

Game Developer

July 2018 - Present (8 years 3 months)

Jakarta Raya, Indonesia

Creating innovative and interactive games with a full focus on logical programming within the Roblox ecosystem using Lua/Luau. I architect systems from scratch, building robust backends and advanced gameplay mechanics. Ensures the code remains clean, efficient, and highly scalable for any project requirement.

Lumina Production

Roblox Game Developer - Programmer

September 2024 - Present (2 years 1 month)

Jakarta Raya, Indonesia

- Managed datastore systems and secure server-client communication across genres.
- Implemented global leaderboards and highly responsive frontend user interfaces.
- Designed interactive obstacle logic tailored for obby genre games.
- Programmed jumpscare mechanics and day-night cycles for horror games.
- Built dynamic job systems tailored for complex roleplay games.
- Adapted quickly to develop core logic across varying project complexities.

Agate

Roblox Game Developer - Programmer

April 2026 - June 2026 (3 months)

Bandung

- Built scalable matchmaking systems for seamless multiplayer gaming sessions.
- Implemented core game economy logic, including IAP, shop, and gacha.
- Developed modular player progression, mission tracking, and rank systems.
- Programmed custom gameplay features like spectator modes and quizzes.
- Integrated SFX, VFX, and animation logic into core gameplay.
- Resolved critical technical bugs to ensure overall system stability.

Sunday Studios.

Roblox Game Developer - Programmer

July 2025 - April 2026 (10 months)

Jakarta Raya, Indonesia

- Architected the core system for a social hangout game.
- Programmed multiple minigames including fishing, billiards, and shadow boxing.
- Developed direct donation systems between players and the server.
- Integrated real-time logic for full-scale server raid events.
- Managed backend systems for seamless player data synchronization.
- Built interactive, intuitive, and highly responsive frontend user interfaces.

Topic Indonesia

Pengembang Game Roblox - Programmer

December 2020 - November 2024 (4 years)

Bogor, Jawa Barat, Indonesia

- Programmed adaptive Artificial Intelligence (AI) for dynamic NPC movements.
- Implemented precision jumpscare logic to enhance horror game elements.
- Built teleporter systems and managed seamless player location flow.
- Developed revive mechanics to extend retention in multiplayer gameplay.
- Collaborated on game design concepts and narrative structure formulations.
- Optimized scripting and technical performance specifically for storytelling genres.

Kantor Walikota Kota Administrasi Jakarta Selatan

Administrative Intern

August 2024 - October 2024 (3 months)

Jakarta Raya, Indonesia

Kementerian Pekerjaan Umum dan Perumahan Rakyat (PUPR)

Administrative Intern

January 2024 - March 2024 (3 months)

Jakarta Raya, Indonesia

Education

Universitas Terbuka

Bachelor of Science in Information Systems, Information Systems · (June 2025 - May 2029)

SMKS Dharma Karya

Office Management · (July 2022 - May 2025)