



Revianus Morales Kuwusay

Reverse Engineering & Game Developer

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📄 SUMMARY

Game & Web Developer passionate about software development, game creation, and interactive digital technology. Experienced in building responsive websites and developing games using Unity and C#. Skilled in HTML, CSS, JavaScript, Blender, and UI/UX design, with a strong focus on creating modern and visually engaging digital experiences.

🧠 SKILLS

Web Development

HTML, CSS, JS

Blender 3D

C# Programming

Laravel

UI/UX Design

Game Development (Unity)

🌐 LANGUAGES

English

Indonesian

📜 CERTIFICATES

Dicoding: Basic Programming Course (October 19, 2024)

Dicoding: Basic JavaScript Programming Course (January 8, 2025)

Dicoding: Basic Artificial Intelligence Course (January 8, 2025)

International Labour

Organization: Occupational Safety and Health E-Learning Completion (August 30, 2024)

MySkill: UI/UX Research and Design Completion Certificate (August 14, 2025)

📁 PROFESSIONAL EXPERIENCE

Personal Portfolio Website

Developed and designed a modern portfolio website with a responsive and interactive user interface using HTML, CSS, and JavaScript. Focused on creating a futuristic visual design, smooth user experience, and optimized website performance across desktop and mobile devices. Implemented interactive elements and modern UI concepts to improve both functionality and overall user engagement.

Unity Game Projects

Created several 2D & 3D game prototypes using Unity and C#, focusing on gameplay systems, scoring mechanics, object spawning, collision systems, and UI implementation. Experienced in developing interactive game mechanics, optimizing game flow, and improving overall player experience through functional and responsive design.

3D Design & Digital Assets

Designed and optimized 2D/3D assets using Blender for personal and game development projects, including environment props, simple animations, and visual assets. Experienced in creating detailed models, adjusting textures and lighting, and optimizing assets for better performance and visual quality. Focused on producing creative and visually appealing assets that support interactive digital and game development projects.

Creative Digital Projects

Worked on multiple creative technology projects involving UI concepts, branding design, and interactive digital experiences. Experienced in combining creativity and technical skills to develop modern visual concepts, improve user experience, and create engaging digital content for personal and development projects.

Game Systems & Reverse Engineering

Explored game systems, debugging methods, and client-side behavior analysis to better understand game mechanics, scripting, and software behavior. Experienced in automation logic, scripting, and technical problem-solving, with a strong interest in software systems and interactive technologies.

🎓 EDUCATION

SD YPK Ebenhazer Timika - Papua, 2014 — 2020

Foundation years before diving into tech and creative tools.

SMP Advent Timika - Papua, 2020 — 2023

Built early interest in computers, design, and self-taught programming.

SMK Wikrama Bogor, 2023 — Present

Major: Rekayasa Perangkat Lunak (Software Engineering)

Web development, Game development, Reverse engineering, and project-based learning.