MUHAMMAD ANDRIANSYAH

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SUMMARY

Professional Roblox Game Developer specializing in Luau gameplay, backend, and data systems, currently building Roblox experiences for corporate clients at Unictive. Experienced in designing modular, scalable game architecture, optimizing client-server performance, and building secure data persistence and in-game economies. Author of an open-source Roblox best-practices skill that helps AI coding agents write performant, secure Luau.

EXPERIENCE

Unictive — West Jakarta, Indonesia (On-Site)
Roblox Game Developer | *Full-Time* — Jun 2026 – Present

- Stabilized the core systems of Paddle Pop: Milkiverse and supported the project through its live launch.
- Developed a tycoon-simulator game for GM Family from the ground up, covering backend and core gameplay.
- Introduced a modular architecture and a Rojo, Git, and Bitbucket workflow as the team's development standard.
- Contributed technical input to game design and workflow decisions, and guided teammates on best practices.

Agate — Bandung, Indonesia (Remote)
Roblox Game Developer | *Freelance* — Apr 2026 – Jun 2026

- Designed a secure backend for a Roblox football game, with robust data persistence and session locking.
- Developed core gameplay loops, server-side multiplayer logic, and player flow for high-concurrency stability.
- Implemented modular systems for player progression, rewards, and in-game economy transactions.

Lumina Production — Jakarta, Indonesia (Remote)
Roblox Game Developer | *Freelance* — Sep 2024 – Apr 2026

- Managed DataStore systems and secure client-server communication across multiple game genres.
- Implemented global leaderboards and responsive user interfaces for live Roblox games.
- Built genre-specific mechanics, including obby obstacles, horror jumpscares, and day-night cycles.
- Developed dynamic job systems for roleplay games, adapting core logic to each project's scope.

EDUCATION

Universitas Terbuka — Online, Indonesia
2025 – Expected Grad. 2029

- *Bachelor of Information Systems*
- Current GPA: 3.74/4.00

SKILLS

- **Programming Languages**: Lua/Luau (Advanced), Python (Intermediate), Java (Basic)
- **Game Systems**: Client-Server Architecture, Network Replication, Gameplay Programming, UI Programming, OOP
- **Backend & Data**: DataStoreService, ProfileStore, Session Locking, In-Game Economy, Roblox Open Cloud
- **Tools & Workflow**: Roblox Studio, Rojo/Azul, VS Code, Git, GitHub, Bitbucket, Trello, Notion
- **AI-Assisted Development**: Claude Code, AI Agent Skills, Roblox Studio MCP