

ROYHAN ANTARIKSA

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Software Engineering graduate and Roblox/Luau developer working across published studio projects, server-authoritative gameplay, responsive UI, persistent profiles, and reusable production libraries. Current work includes Car Mount Driving at Volumetric Studio; direct projects include a complete three-island simulator, Advanced Combat System, four open-source Roblox libraries, and full-stack software delivered at Telkom CorpU.

Roblox & Game Development

[Car Mount Driving \[Beta\]](#) | Roblox Developer Contribution - Volumetric Studio

2025-Present

Latest primary project; published social driving and obstacle experience

- Contribute in a studio/team context to a live experience built around vehicle selection and customization, passenger play, checkpoint rewards, vehicle health, and a mountain-eruption event.
- Work across a production surface with 15-player servers, repeatable routes, badges, economy touchpoints, and ongoing updates; project-wide public visits exceeded 26.8K in August 2026.
- Help maintain a coherent climb-and-replay loop where route state, vehicles, UI feedback, rewards, and environmental hazards reinforce the same player objective.

Published Studio & Team Project Context - Roblox

Selected releases

- Portfolio history also includes Happy Tower Obby, Fast Tower, Pulau Voice Indo, and Komplek Indo alongside Car Mount Driving.
- Public reach is project-wide context, not sole authorship: Mastering passed 73.0M visits, Happy passed 100.2M, and Fast passed 25.5M when verified in August 2026.

Advanced Combat System | Direct Roblox Implementation - Roblox Studio

2016-2018

Reusable open-source firearm framework for Roblox

- Implemented client/server weapon architecture, ballistics, recoil, spread, weapon handling, and server-side sanity and validation checks.
- Added leaning, crouching, and prone movement modifiers so combat behavior remained reusable beyond a single map or game mode.

Power-Up Simulator | Complete Solo Game Build - Roblox Studio

2026

- Built the train, sell, upgrade, quest, island-unlock, rebirth, daily reward, pickup, and rotating-event loop across three islands and twelve sequential quests.
- Owned server validation, versioned economy and quest profiles, autosave, and responsive touch/desktop/Xbox UI from onboarding through repeatable post-game play.
- Completed the campaign through real remotes and physical touches, then verified five device presets and profiled the final experience.

Flite, Weave, WeaveKit, and Echo | Open-Source Author - GitHub

2026

- Authored a composable game framework, fine-grained reactive UI runtime, themed UI primitives, and a dependency-free typed signal with lifecycle tests and benchmarks.
- Published separate documentation sites with API references, practical micro-examples, complete-game tutorials, playgrounds, tests, and release workflows.

Professional Experience

Telkom CorpU | Fullstack Web Developer - West Jakarta, Indonesia

Feb 2024 - Jun 2024

Master Calculator PROFIT+ - product and portfolio management application

- Developed a full-stack product management application with Next.js and Express to support Telkom CorpU business processes.
- Architected the REST API and MySQL backend, then integrated the React interface with the complete backend contract.
- Managed end-to-end testing and deployed the final application to Microsoft Azure in a distributed, cross-functional delivery team.

Earlier Roblox Systems

Gameplay Systems Portfolio - Roblox Studio

2016-2021

- Built two-player item trading, gathering and crafting, persistent shop purchases, dropped-coin pickup, and extensible tycoon progression.
- Implemented capture-the-flag raid logic, an ATM interface, independent sword/shield equipment, squad-of-four AI, cover seeking, and cursor-following third-person gun control.

Education

Telkom University Surabaya | Bachelor of Software Engineering - Surabaya, Indonesia

Oct 2021 - Aug 2025

GPA 3.70 / 4.00

- Mentored 40+ students in software engineering principles, UML diagrams, and design patterns.
- Applied Scrum and user-centered design across academic product work and a capstone management system.

Leadership & Collaboration

Software Engineering Student Association (Nov 2022 - Oct 2024): Produced event and social-media design assets and maintained public information updates.

Software Engineering Festival 2023 (May - Jun 2023): Prepared a sponsorship proposal and coordinated partner communication and meeting schedules.

SEIGA Industrial Visit and Gathering (Oct - Dec 2023): Created informative social content supporting the student industry-visit program.

Additional Software Projects

ROMI (Rombeng Masa Kini): Laravel/PHP/MySQL web application connecting scrap collectors with the public; GEMASTIK XV implementation score 95/100; complete UI/UX designed in Figma.

Photo Studio Rental: Native Android application built with Kotlin and Jetpack Compose and integrated with a Strapi CMS backend.

SWKM: Mobile ordering application concept for a Culinary Tourism Center.

Skills

Roblox: Roblox Studio, Luau/Lua, RemoteEvents/RemoteFunctions, DataStore architecture, CollectionService, ProximityPrompt, SceneAnalysisService, Argon/Rojo

Game systems: server authority, economy, progression, quests, rewards, shops, rebirths, item trading, crafting, vehicles, combat, AI, multi-device UI

Software: JavaScript, React, Next.js, Node.js/Express, PHP/Laravel, MySQL, Kotlin, Flutter, Figma, Git/GitHub, Azure

Delivery: SDLC, Scrum, testing, debugging, performance profiling, documentation, version control

Links

[GitHub](#) | [Roblox profile](#) | [Car Mount Driving](#) | [Flying Beak Studio portfolio source](#)
[Elite](#) | [Weave](#) | [WeaveKit](#) | [Echo](#)