

ROBLOX GAME DEVELOPER / PORTFOLIO 2026

ROYHAN ANTARIKSA

Gameplay systems, complete game loops, responsive interfaces, and production tools for Roblox.

Latest project: Car Mount Driving

Surabaya, Indonesia

**CAR MOUNT
DRIVING**

I build the system and the player experience.

Work spanning shipped team projects, complete independent loops, reusable Roblox systems, and open-source Luau libraries.

GAMEPLAY

Combat, vehicles, progression, quests, economy, rewards, and AI.

INTERFACE

Responsive UI for touch, desktop, and controller workflows.

ARCHITECTURE

Server authority, validation, profiles, remotes, lifecycle, and cleanup.

DELIVERY

Rojo and Argon workflows, tests, profiling, documentation, and release QA.



Roblox development since 2016

Four open-source Luau libraries

ONE CLIMB, MULTIPLE REASONS TO RETURN.

A social mountain-driving experience where vehicle choice, checkpoint rewards, customization, recovery, and eruption events support one repeatable session.

- 01 Choose a vehicle and passenger run.
- 02 Drive the route under changing pressure.
- 03 Clear checkpoints and recover from mistakes.
- 04 Unlock vehicles and customization, then replay.



The route, catalogue, and recovery flow support the same loop.



VEHICLE CHOICE

Thirteen catalogue entries connect purchases and expression to the next run.

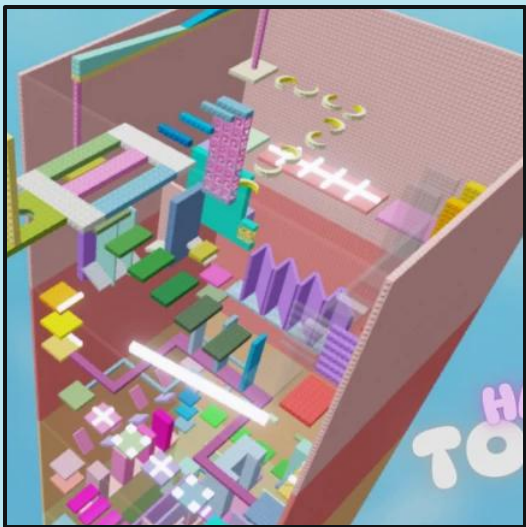


READABLE DRIVING STATE

Speed, vehicle health, nitro, camera, exit, checkpoint, and recovery controls stay visible under pressure.

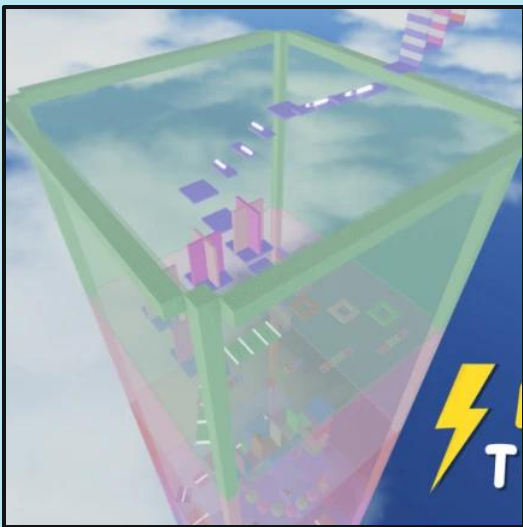
The release history extends beyond the flagship.

Individual scope varies by title. Visit counts describe each project as a whole, not individual authorship.



HAPPY TOWER OBBY

100.2M visits



FAST TOWER

25.5M visits



PULAU VOICE INDO

Archival project



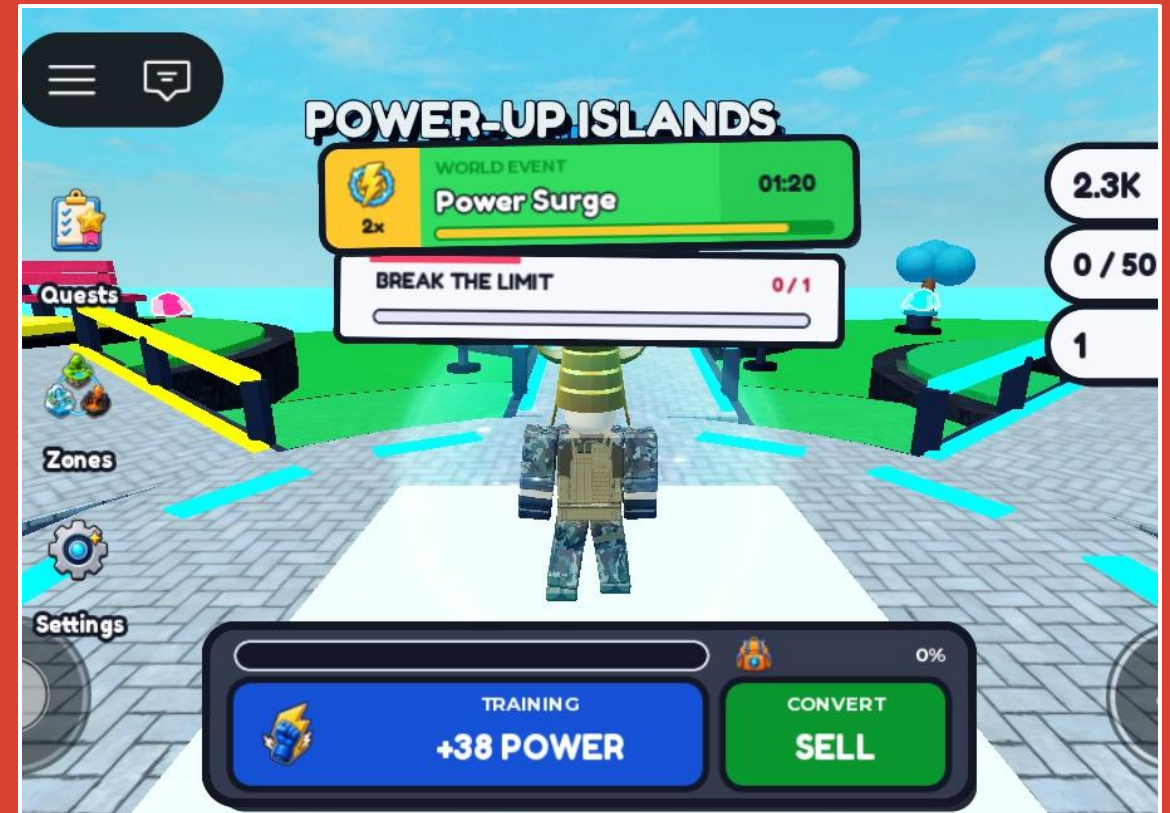
KOMPLEK INDO

Archival project

POWER-UP SIMULATOR

A complete server-authoritative simulator from first-time onboarding through a twelve-quest finale and repeatable post-game economy.

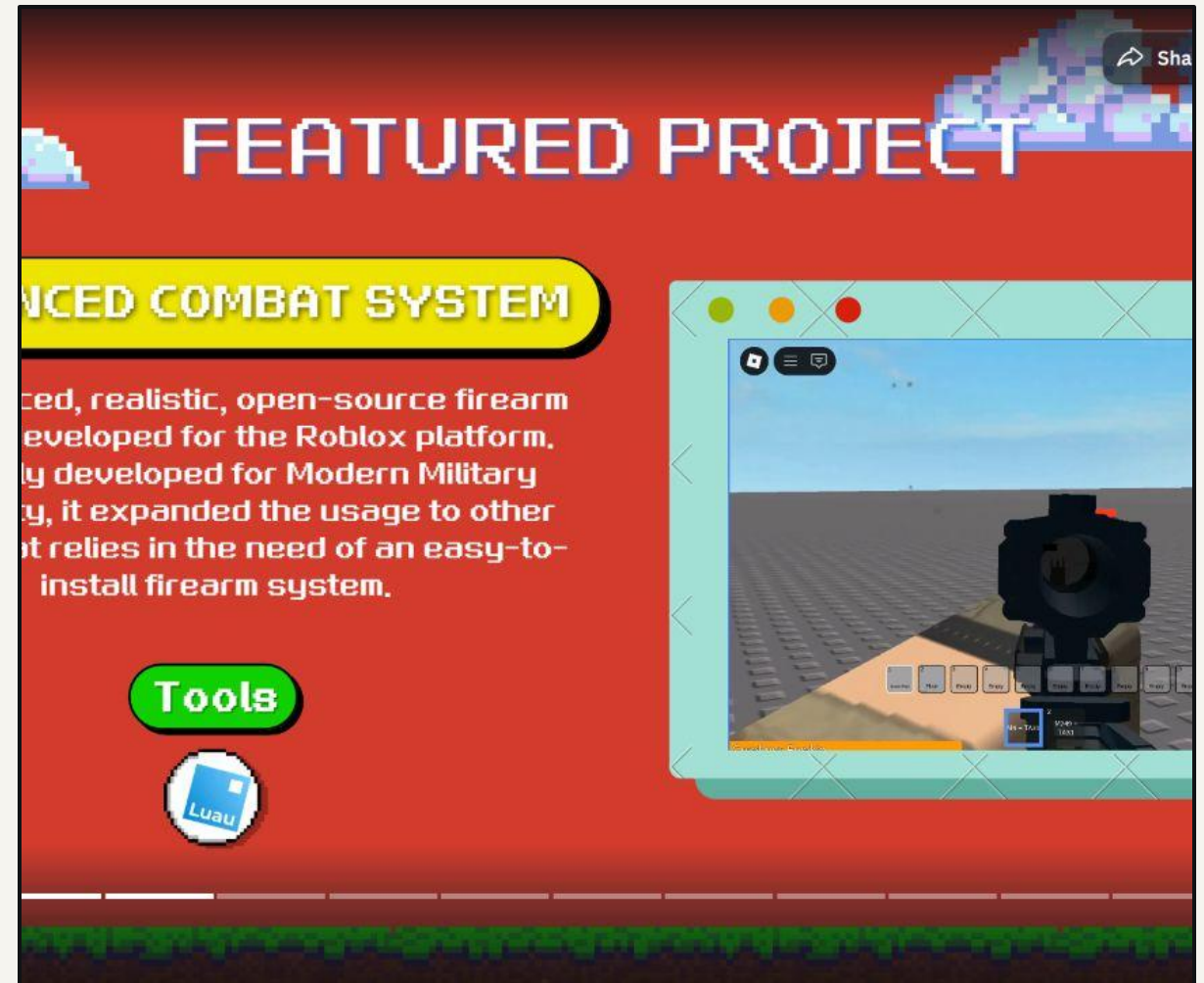
- 01 Train, sell, upgrade, quest, unlock islands, and rebirth.
- 02 Validated economy, rewards, and versioned profiles.
- 03 Responsive touch, desktop, and Xbox UI.
- 04 Three islands and twelve verified sequential quests.



Advanced Combat System

A reusable client/server firearm architecture designed for realistic handling and installation across experiences.

- 01 Ballistics, recoil, and spread
- 02 Server-side validation boundaries
- 03 Leaning, crouching, and proning
- 04 Reusable installation surface



COMBAT, ECONOMY, RPG, SOCIAL, AND AI SYSTEMS.



TYCOON



TRADING



CRAFTING



CTF + ATM



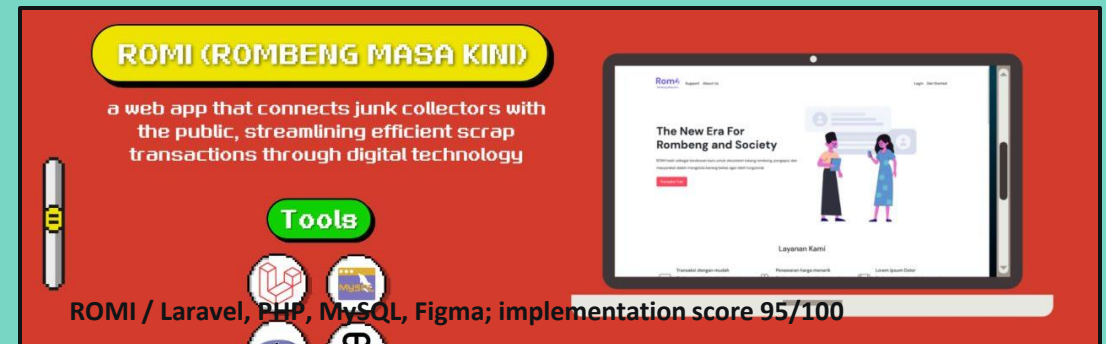
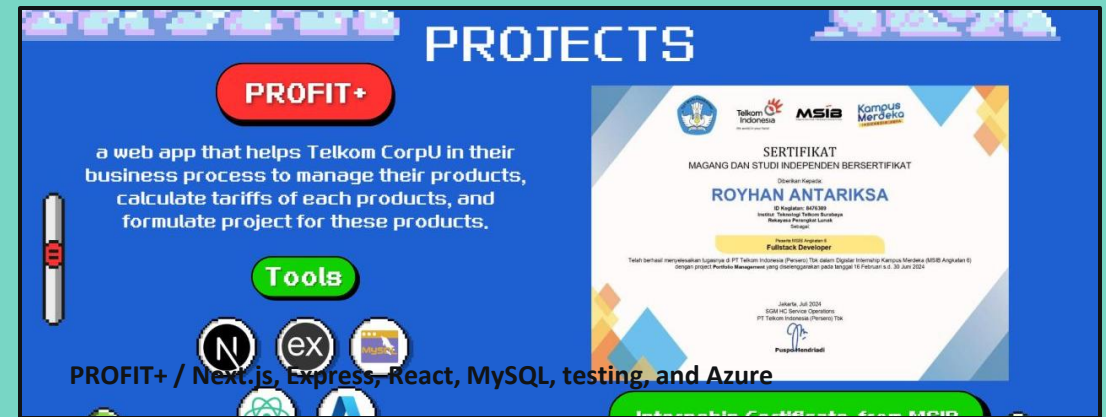
SQUAD AI



THIRD-PERSON COMBAT

Four Luau libraries, plus delivery beyond Roblox.

FLITE	Game architecture: domains, services, controllers, remotes, state, and profiles.
WEAVE	Reactive UI: scoped state, declarative trees, animation, and ownership.
WEAVEKIT	Themed UI primitives for responsive Roblox interfaces.
ECHO	Typed signals with predictable teardown, tests, and benchmarks.



AVAILABLE FOR ROBLOX DEVELOPMENT WORK

LET'S BUILD SOMETHING PLAYERS REMEMBER.

Gameplay systems, multiplayer state, progression, responsive interfaces, testing, debugging, and technical production.

EMAIL royhanantariksaaa@gmail.com

PHONE +62 851-7971-1005

GITHUB github.com/royhanantariksaaa

LINKEDIN linkedin.com/in/royhan-antariksa-531655228



Royhan Antariksa

Roblox Game Developer / Surabaya, Indonesia