

LUQMAN AL-HAKIM

GAME DEVELOPER

Someone who is passionate about game development and currently pursuing a career in game programming or any related field. A responsible person who completes a task with high precision and perfection in a timely manner. Likes to spend spare time learning a new skill related to graphics and programming with the aim of learning a new technique to improve efficiency.



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EDUCATION

- 2017 – 2021 | **BACHELOR IN COMPUTER GRAPHICS & MULTIMEDIA SOFTWARE**
UNIVERSITI TEKNOLOGI MALAYSIA - Johor, Malaysia
CGPA: 3.83
- 2012 – 2016 | **DIPLOMA IN ELECTRONIC ENGINEERING (COMPUTER)**
POLITEKNIK KOTA KINABALU - Sabah, Malaysia
CGPA: 3.60

ON-CAMPUS INVOLVEMENT

- 2019 – 2020 | **PROGRAMMING EXPERT LEADER**
COMPUTER GRAPHIC & MULTIMEDIA ASSOCIATION (CGMA)
In charge of the academic side of the club. E.g., workshop, test, competition, etc.
- 2017 – 2020 | **CGMA SKILLS SHARE DEGREE++**
Augmented Reality Workshop, Autodesk Maya 3D Modelling Workshop,
Unity 3D Workshop
- 2019 | **EXPERIMENTAL DEVELOPMENT PROGRAM 2019**
Head Committee of Technical Equipment
- 2019 | **CGMA READY PLAYER ONE 2019**
Participated in game development competition
- 2018 | **OPEN DAY RESAK (OPERA) 2018**
Competition Contestant

SKILLS

- UNITY 3D
- OPENFRAMEWORKS
- OPENGL
- FIREBASE
- VUFORIA
- C++/C#
- JAVA
- HTML/CSS/JAVASCRIPT

INTERNSHIP

2020 – 2021 | **GAME DEVELOPER**
COMMON EXTRACT SDN. BHD. – Petaling Jaya, Selangor

WORK EXPERIENCE

2021 – PRESENT | **GAME DEVELOPER FREELANCE**
EDUCATION DEVELOPMENT AND SOLUTIONS SPECIALIST SDN. BHD. – Skudai, Johor

PROJECT

- 2021 | **A MULTI-SCALE INTERACTION IN MIXED REALITY REMOTE COLLABORATION**
Final year project for developing VR/AR/MR remote collaboration application with a real-world scale.
- 2021 | **AMONG PROGRAMMER GAME**
Final semester project for Game Development subject. Awarded Best Programmer, Best Designer, and 2nd place among 14 teams by professional game developer and critic.
- 2020 | **3D EDITOR WITH OCTREE OCCLUSION TECHNIQUE**
A 3D editor created using Openframeworks toolkit with C++ language for developing and testing Octree Technique for increasing system performance.
- 2020 | **AR PUPPET USING LEAP MOTION**
Combination of Augmented Reality (AR) technology with the Leap Motion Sensor to understand the natural hand gesture interaction with virtual object.
- 2020 | **MULTIPLAYER GAME WITH HOLOGRAM**
Building a simple game using C# and Unity game engine to familiarize with holographic concept.
- 2019 | **TOASTMASTER AGENDA WEB APPLICATION**
Final semester project created a Web application using React, Node.js, SASS, and Express Server
- 2018 | **DOTS & BOXES**
Dots & Boxes game was created to familiarize Minimax algorithm for Artificial Intelligence player.
- 2018 | **MINI-GAME: CAVEDIG**
A simple mini-game project created with Visual Studio 2010 using C++ language and WinBGI graphic library.

REFERENCES

Dr. Md. Sah Bin Hj. Salam
(Academic Advisor – Universiti
Teknologi Malaysia)
Contact No : (60) 19-7536874

Dr. Ajune Wanis binti Ismail
(CGMA Advisor – Universiti
Teknologi Malaysia)
Contact No : 075532331

Charles Sumion
(Academic Advisor – Politeknik
Kotakinablu)
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