



To seek a profession in an area that will allow me to put my knowledge and skills to meet a good use while also increasing the company's profit. I am pursuing a job opportunity as game developer, Augmented Reality or Virtual Reality developer, mobile developer 3D artist and graphic designer in order to apply and utilize my skills and abilities from what I learned. I believe my motivated and passionate to learn new things and gain experience can be useful in the company. I am motivated, creative solve problem thinking and a good team.

# MUHAMMAD SYAHMIRULFITRI BIN MOHD FAIZAL

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## Professional Summary

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I have work experience and finished my internship in related work field. I have experience in game and mobile development and others technology such as Augmented Reality (AR), Virtual Reality (VR) and Leap Motion. I also self-learn on sharpen my 3D modelling skills and have done various tasks on UI/UX graphic design.

## EDUCATION

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2017-2022

**Bachelor of Computer Science (Graphics & Multimedia Software),  
Universiti Teknologi Malaysia (UTM), Skudai, Johor**

CGPA: 3.49 / 4.00

Dean's List 4 Semester

2016-2017

**Civil Engineering, Johore Engineering Matriculation College, Pontian, Johor**

CGPA: 3.15 / 4.00

MUET: Band 3

Participant in International UTM Bridge Competition 2017

## WORK EXPERIENCE

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SEPT 2020 – FEB 2021

**Internship, Virtareal Sdn. Bhd.**

- As an internship, I was assigned to develop and mobile application and assist in VR development.
- The mobile application was developed by using Ionic Angular. The project's flow work was discussed and weekly meeting and updated was made in order to make the work run smooth.
- As part in assisting the VR development, I support in modelling and animation part by using particular modelling software. Apart from that, the login and registration system from the application was stabilized

## SKILLS

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### Software & Technology

- Unity 3D
- Maya / 3D Max / Blender
- Figma
- Adobe Photoshop
- Filmora
- Leap Motion
- AR Core
- AR Spark
- Ionic Angular
- OpenFrameworks
- Microsoft Office

### Programming Language

- C#
- C++
- HTML /CSS / JavaScript

## Languages

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- Malay
- English

### Game Designer, Education Development and Solutions Specialists Sdn. Bhd.

- The job contract is under supervisor in UTM with Education Development and Solutions Specialists Sdn. Bhd. for 6 months.
- I was assigned as game designer position to designed particular games in the application. As for designing UI/UX, it was done by using particular design software.
- Weekly progress and meeting were made to controlled and discussed about the project's progress followed by schedule.

## RELATED COURSEWORK

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2022

### WORK PROJECT | Al-Bayen Jr Mobile Application

Job contract as game designer. In charge in designing the game part for UI/UX, game sprite, game audio etc.

2021

### FINAL YEAR PROJECT | Augmented Reality Drawing Space Using Gesture in Handheld Device

Final year project for developing Drawing application by using AR, leap motion and handheld device.

2020

### INTERNSHIP | Mobile Application use Ionic Angular

A mobile application developed by using Ionic angular. Technically the application has QR code features and user's database viewed and stored.

2021

### Game Chemis-Try?

An education game for my final project in game development course. The game is multiplayer and contain fun education related to chemistry.

2020

### AR using Frameworks

A simple application for creating augmented reality consists of features tracking by using C++ language and others add-ons.

2020

### VR Environment

The task is to create a VR environment by importing google VR cardboard SDK to enable the VR 360 functionality.

2020

### Multiplayer Game with Hologram

The task is about the multiplayer games with hologram. The game is three-way soccer game and display by using transparent substance hologram prism that placed on top of the laptop's screen.

2020

### **AR Puppet Using Leap Motion**

An application that combines both augmented reality and leap motion sensor to feel the naturalness interaction for virtual object.

2019

### **Mari Belajar Suku Kata AR**

An AR application for education purpose design for kids. This application developed by using Unity 3D and the content is based under the subject's syllabus.

## **AWARDS AND CERTIFICATIONS**

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2021

### **Best paper award at the 2021 IEEE:**

The final year paper entitled Augmented Drawing real-time drawing application with a hand gesture on a handheld interface.

2021

### **Dean's List 4th Years Semester 2, Bachelor of Computer Science (Computer Graphic & Multimedia Software) UTM Skudai**

Awarded for achieving a GPA above 3.67

2021

### **Dean's List 4th Years Semester 1, Bachelor of Computer Science (Computer Graphic & Multimedia Software) UTM Skudai**

Awarded for achieving a GPA above 3.67

2020

### **Dean's List 3rd Years Semester 2, Bachelor of Computer Science (Computer Graphic & Multimedia Software) UTM Skudai**

Awarded for achieving a GPA above 3.67

2020

### **Dean's List 3rd Years Semester 1, Bachelor of Computer Science (Computer Graphic & Multimedia Software) UTM Skudai**

Awarded for achieving a GPA above 3.67

## **References**

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**Dr. Razak bin Samingan**

**Academic Advisor**

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