

Aqqil Azman

Junior Software Engineer

Dynamic and resourceful individual seizing opportunities and solving problems with creativity in diverse contexts.



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📍 Puchong

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EDUCATION

Dip. in Game Development UNIMY

04/2016 - 07/2020

Cyberjaya

- 3D modelling and Animations using Blender.
- Introduction to Programming (C, C++ and C#).
- Unity Engine for 2D and 3D.
- 3D Game Physics and Discrete Mathematics.
- Game Design Documentation.

Bcs. in Software Engineering University Of Kuala Lumpur MIIT

09/2020 - 02/2024

Kuala Lumpur

- Requirements Engineering and System Design
- Principle of Artificial Intelligence
- Real-Time Embedded System and Innovation Management
- Software Quality Assurance and Configuration Management System
- Data Structure and Object Oriented Programming
- Business Continuity Planning

WORK EXPERIENCE

Software Engineer ProppyApp Sdn Bhd

10/2024 - Present

Bandar Puteri, Selangor

Property Technology

- Localazy implementation in website and application for localization and translation
- Backend API development with TalkJs for chat features on the platform
- Frontend bug fixing found by QA Team for product enhancement

Software Engineer CIEF Worldwide

10/2023 - Present

Bukit Jalil, Selangor

Logistic Company

- Front-end and Backend Programming in website/system for maintenance and feature implementation
- Vue JS and Laravel system engineering for optimal performance
- System Testing and User Acceptance Testing during development to ensure system is working as intended

SKILLS

HTML/CSS MySQL JavaScript Laravel

Vue Js PHP Node.js Docker Flutter

Unity Git(Version Control) Postman C++ C

C# Angular TalkJs Postmanerator

Software Testing UI/UX Design Inkscape

MSSMS

PERSONAL PROJECTS

Rootsies [↗](#)

- Provided assets, designed as well as developed a fighting game jam that shrinks and enlarges hurtbox and hitbox actively in real-time 1v1 battle.

Video Game Modding

- Designed and shared mods that tailored game interfaces and soundtracks, receiving positive feedback from the gaming community for creativity and functionality.

Developed location-based Wikipedia web-application [↗](#)

- Inspired from Videogame codecs and integrate them into daily life operations. Developed using Javascript and multiple API integration.

Content Creation persona as "Dodowingster" on YouTube (2019 - Present) [↗](#)

- 4000+ subscribers on YouTube containing unique videogame related contents for idea expression and gain benefits from creativity on another medium. Edited on DaVinci Resolve and paint.net

LANGUAGES

English

Full Professional Proficiency

Bahasa Malaysia

Native or Bilingual Proficiency

Mandarin

Elementary Proficiency

Japanese

Limited Working Proficiency

INTERESTS

Web Development

Digital Research

Story Writing

Theory Crafting

World-Building

RPGs

Tabletop games