Aqqil Azman

Student in University of Kuala Lumpur MIIT

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

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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

Industrial Training - Graphic Designer
C.I.E.F

07/2020 - 11/2020   *Cyberjaya*
Logistics Company

- Designed the company's logo according to their vision under CEO's guidance.
- Introduced loyalty system to increase engagement among customers for the company.
- Involved in the company's application design, development and testing.

Industrial Training - System Developer
BioDyslexia

10/2023 - 02/2024   *Balakong*
Tuition Centre

- Developed Education System using PHP and Laravel to ease future development
- Migrate Access Database into MySQL for to synchronize with current build
- Provided SRS documentation to aid in team's focus for system development
- System Testing and User Acceptance Testing during development to ensure system is working as inteded

SKILLS

MySQL   C++   C#   C   Laravel
HTML/CSS   Javascript   UX/UI Design   Unity
PHP   Node.js   Flutter   Inkscape
Software Testing   SRS Documentation
Git(version Control)   Krita

PERSONAL PROJECTS

Developed location-based Wikipedia web-application ⧉
- Inspired from Videogame codecs and integrate them into daily life operations. Developed using Javascript and multiple API integration.

Developed and Storyboarded a Visual Novel (2020)
- 4th wall breaking visual novel with fun and comedic storyline based on Bukit Kepong with heavy focus on Lt. Adnan during the year 1942 for educational purposes. Developed using Unity Engine.

Content Creation persona as "Dodowingster" on YouTube (2019 - 02/2024) ⧉
- 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

ACHIEVEMENTS AND CERTIFICATES

E-Sports Club of UNIMY (2016 - 2020)
President of the Club

Honorable Mentions in Kangaroo Math Malaysia (2016)
The world's largest math competition

Participant for International English Debate in Korea Schools Debate Open (2015)
English Debate against International Participants in Korea

LANGUAGES

English
Full Professional Proficiency

Bahasa Malaysia
Native or Bilingual Proficiency

Mandarin
Elementary Proficiency

Japanese
Limited Working Proficiency

INTERESTS

Unique Game Mechanics   Complex Fighting Games
Digital Research   Story Writing   Theory Crafting
World-Building   RPGs   Tabletop games