

# 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 - Present

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 C.I.E.F Logistics Company

07/2020 - 11/2020

Cyberjaya

- 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.

### Freelance Independent Contractor

04/2019 - Present

Malaysia

- Animated consistent 2D pixel art assets for client's Unity Project
- Organized E-Sports events involving thousands of individuals under the notable KITAMEN Malaysian Esports Company in multiple occasions such as Xpax Kem Semester
- Designed a custom Wallpaper Engine that can fetch computer's Hour, Date dynamically based on the device settings for client
- Published content on YouTube with self-taught Video-Editing software

## SKILLS

C++

C#

C

Storyboard/Narrative Design

2D Pixel Animation

HTML/CSS

Javascript

UX/UI Design

Unity

RPGMaker VX Ace/MV

paint.net

DaVinci Resolve

Clip Studio Paint

## 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 - 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

## 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

Mandarin

Elementary Proficiency

Bahasa Malaysia

Native or Bilingual Proficiency

Japanese

Limited Working Proficiency

## INTERESTS

Unique Game Mechanics

Complex Fighting Games

Digital Research

Story Writing

Theory Crafting

World-Building

RPGs