

Profile



FARHAN HAFIDZ



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About Me

I am a passionate and versatile multimedia and game developer skilled in Unity, Blender, and various creative tools. I thrive on learning new skills and tackling challenges. With experience in projects like short videos, animations, and game design, I excel in both solo and team environments, using strong communication to bring ideas to life.



SKILLS

Designer

Blender 3D, Adobe Photoshop,
Adobe Illustrator, Capcut,
Aseprite, Unity

Programming Language

C#, C++

Quick learner, Versatile,
Cooperative

Education

DIPLOMA IN GAME DESIGN

Kolej Poly-Tech Mara Ipoh
(2022-2025)

SMK JALAN TIGA BANDAR BARU
BANGI
(2017 - 2021)

Experience

Game Development

Unity

- Successfully developed and completed a diverse range of 2D and 3D game projects using Unity, demonstrating versatility in game design and development.

3D Modelling

Blender 3D

- Proficient in Blender, having crafted detailed 3D models and animations for various projects, showcasing strong skills in modeling, texturing, and rendering.

Multimedia Projects

Illustrator, Capcut, ibis Paint and more

- Developed a wide range of multimedia projects, including short videos, animations, posters, and packaging designs, demonstrating creativity and proficiency in visual communication.

Language

English

Malay