



# Shameer Ali Abdul Rahman

SOFTWARE ENGINEER | GAME  
DEVELOPER

## Details

No.10,Jalan Abdullah,, Kampung  
Mersing Kanan,  
MERSING, 86800  
Malaysia  
+60-1140448922  
[mrshameer333@gmail.com](mailto:mrshameer333@gmail.com)

## Social Links

[Github : MrShameer](#)

[Instagram : mrshameer](#)

[Website :](#)  
[mrshameer.github.io/Portfolio/](http://mrshameer.github.io/Portfolio/)

[Artstation : mrhappy333](#)

## Skills

Unity  
Unreal Engine  
Blender 3D  
Photoshop | Illustrator | After  
Effect  
Git  
Spline 3D

## Programming

C# & C++  
Python  
Java  
PHP | Laravel  
JavaScript | Node.js | Three.js  
CSS | Bootstrap

## Language

English | Malay | Tamil

## Profile

I've been learning game development for a quite a while. I have developed some games before using Unity & Unreal Engine. I've been exploring 3D designing in Blender. I've have experience in web and mobile development both in front-end and back end. Worked on few web development project before and used frameworks like Laravel, React, Django. Also worked on few mobile development projects mainly on android using java. Have basic understanding in developing LLMs.

## Employment History

### Technical Artist, Sony, PlayStation Studio Malaysia, Petaling Jaya

SEPTEMBER 2022 – PRESENT

Skilled in developing and maintaining art pipelines, tools, and workflows to streamline asset creation, reduce iteration time, and improve overall team efficiency. Worked on web development and desktop tools as well. Have basic understanding in developing LLMs and data analysis.

### Freelance

2019 – SEPTEMBER 2022

Worked in various applications both Mobile and Web. Designed posters and made videos for few organizations and startups.

### Tuition , Mersing

JANUARY 2018

Worked as a teacher at a small tuition class teaching SPM Student Math & Add Math

### KFC (Food Service Worker), Mersing

MAY 2019 – JUNE 2019

Worked as a cook at KFC

## Education

### Bachelor of Software Engineering (Multimedia) with Honours, Universiti Kebangsaan Malaysia, Bangi

SEPTEMBER 2019 – PRESENT

- CGPA : 3.91 (First Class for 8/8 semester)

### Kolej Matrikulasi Johor, Tangkak

MAY 2018 – APRIL 2019

- CGPA : 4.00
- MUET : Band 4

### Sekolah Menengah Kebangsaan Sri Mersing, Mersing

JANUARY 2013 – NOVEMBER 2017

- Gred 6A+ 2A 1A- (Straight 9 A's)

## Projects

### Speck

FEBRUARY 2022 – MAY 2022

AI simulation software for seeing the spread of a virus/particles in a closed area

- Made using Unity.
- Programmed NavMesh AI to worked with the simulation.

## Vehicle Rental Operation Malaysia Application (VROOM)

JANUARY 2021 – JUNE 2021

- UI Designer (Figma), Application Developer .
- Developed app using Android Studio.
- Implemented a Model View Controller Framework
- Wrote API and made a web using Laravel Framework.
- Manage a php database.

## Alfred-AI

FEBRUARY 2022 – FEBRUARY 2022

A discord music bot that runs using a speech recognition function.

- Wrote using DiscordJS and NodeJS.
- Implemented a speech recognition function to respond to user commands.

## Involvement

### School @ UKM, Universiti Kebangsaan Malaysia

MARCH 2020

Mentor for Drone programming class using Scratch & Python

### Guru Muda Program (Mentor), Universiti Kebangsaan Malaysia

DECEMBER 2020 – JUNE 2021

Mentor in teaching Java & guiding first year students in their studies

### Summer Program (Backend Programming)

JULY 2021 – AUGUST 2021

Backend programming competition organized by local Indonesia University. Got First place by developing FlutterGames using Dart language.

### MyHackathon 2020

SEPTEMBER 2020 – OCTOBER 2020

Hackthon competition organized my Cradle with collaboration with Kementerian Sains Teknologi dan Inovasi

## References

**DR. HAFIZ BIN MOHD SARIM** from Center for Artificial Intelligence Technology (CAIT), Fakulti Teknologi dan Sains Maklumat, Universiti Kebangsaan Malaysia

[hms@ukm.edu.my](mailto:hms@ukm.edu.my) | +603-89215555