Shameer Ali Abdul Rahman

SOFTWARE ENGINEER | GAME DEVELOPER

Details

No.10,Jalan Abdullah,, Kampung
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Social Links

Portfolio

Interactive Portfolio

Github : MrShameer

Instagram : mrshameer

Artstation : mrhappy333

Skills

React

Unity

Unreal Engine

Blender 3D

Photoshop | Illustrator | After Effect

Git

LLM

Programming

C# & C++

Python

Java

PHP | Laravel

JavaScript | Node.js | Three.js

CSS | Bootstrap

NodeJs

Profile

I am a versatile developer with expertise in **game development** (Unity, Unreal Engine), 3D design (Blender), and **Web** and **Mobile Development** using frameworks like Laravel, React, Next.js, Django, and Java for Android. I excel in **infrastructure** setup, **automation**, **scripting**, and **full-stack** development, including building **APIs**, managing **databases**, and creating user-friendly **interfaces**. Additionally, I have a basic understanding of **LLM** development and **data analysis**, enabling me to bridge technical and creative domains and deliver innovative, efficient solutions.

Employment History

Technical Artist, Sony, PlayStation Studio Malaysia, Petaling Jaya

SEPTEMBER 2022 — PRESENT

- Developed and maintained art **pipelines**, tools, and **workflows** to streamline asset creation, reduce iteration time by 30%, and boost team efficiency.
- Built and maintained **APIs**, managed **databases**, and developed intuitive interfaces for internal tools.
- Set up and configured **infrastructure**, including machine setups and **vendor** systems, for optimized performance and seamless **workflows**.
- **Automated** vendor workflows, reducing manual intervention and improving delivery timelines.
- Created artist-friendly tools, cutting repetitive tasks by 50% through **scripting** and **automation**.
- Collaborated with artists and developers to **troubleshoot** issues, **debug** tools, and optimize system reliability.
- **Optimized** performance through **profiling** and **debugging**, ensuring assets meet hardware and engine constraints.
- Basic understanding of **LLM** development and data analysis for decision-making.

Freelance

2019 — SEPTEMBER 2022

- Developed and deployed various mobile and web applications, handling both front-end and back-end development.
- Designed visually impactful posters, graphics, and promotional materials for organizations and startups, ensuring brand consistency and market appeal.
- Created engaging video content for marketing campaigns and social media platforms, driving audience engagement and boosting client visibility.
- Collaborated with clients to gather requirements, deliver tailored solutions, and meet project deadlines effectively.
- Automated routine tasks through scripting, improving efficiency in project delivery.
- Provided technical support and troubleshooting to ensure smooth operations for client systems and applications.
- Gained hands-on experience with frameworks like React, Laravel, and Django, and mobile development tools for Android using Java.
- Built user-friendly interfaces and optimized user experiences for various applications, incorporating client feedback.

ThreeJS

NextJs

Language

English | Malay | Tamil

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.

Alfread-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

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