

MUHAMMAD NABIL KAMIL, Graphics & Multimedia Software
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PROFILE A passionate fresh graduate in Computer Science (Graphics & Multimedia Software) from UTM, with a strong interest in web, game, AR/VR, computer vision and AI development. Eager to build a career in these fields, I am recognized for being a quick learner, highly adaptable, and excited to explore new technologies.

EDUCATION

Sep 2021 – Present	Bachelor in Computer Science (Graphics & Multimedia Software), Universiti Teknologi Malaysia	Johor Bahru
Sep 2020 – May 2021	Foundation in Engineering, Universiti Teknologi MARA (Graduated with CGPA 3.78)	Dengkil

EMPLOYMENT HISTORY

Sept 2024 – Feb 2025	Internship, Experiential Design Team (Adticles Sdn Bhd)	Pantai Hill Park
	<ul style="list-style-type: none">Developed interactive AR/VR applications using Unity.Built a Web based AI-Assistant using three.js for talking orb avatar , integrated with Jabatan Digital Negara LLMAssisted in UI/UX design and feature implementation for XR prototypes	
Oct 2019 – Dec 2019	Cashier, MR.DIY	Bandar Puteri Bangi
	<ul style="list-style-type: none">Operated cash register, credit card machine, and other electronic equipment accurately and efficientlyAssisted with setting up promotional displaysAssisted customers with loading and unloading items from their vehicles	

PROJECTS & INVOLVEMENTS

July 2025	Augmented Reality Application on Learning Tajweed A Final-Year Project developing an AR-integrated application with Unity and Firestore Firebase to aid new learners in mastering Quranic recitation with a focus on Tajweed rules.
June 2025	Wau Terbang 3D Game Developed a 3D endless-runner game inspired by Flappy Bird with a traditional Malay theme using Unity Game Engine. Designed the core gameplay mechanics where players control a flying wau kite to avoid obstacles.
May 2025	Virtual Showroom Explorer Developed a web-based multiplayer 3D virtual showroom using Three.js and Socket.IO, featuring real-time interaction, raycasting, and dynamic lighting.
February 2025	Freelance Project Ecco Golf VR Developed a VR golf putting experience for Ecco Golf with database collection, showcased at the HSBC Women's World Championship, Singapore.
Apr 2024	Hologram with Speech Input Interaction Designed a project using Magica Voxel and a DIY pyramid hologram, integrating Mixamo animations with speech input to trigger character animations

Oct 2023 – Jan 2024

Hostel Management Application

Developed a mobile application with Ionic Framework for efficient hostel management. Features include student registration, room allocation, electrical registration, feedback collection, and administrative tools

SKILLS	HTML , CSS & JavaScript C, C++, C# Java, Python, PHP Unity Game Engine Image Processing (OpenCV)	Expert Expert Experienced Experienced	SQL, Oracle, Firebase Microsoft Office Data Analytics tool (Tableau, Power BI, WEKA)	Experienced Expert Skillful
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EXTRA- CURRICULAR ACTIVITIES

May 2024	Director of BOXTROLL'S 24	UTM
	Led a program under CGMA club where seniors shared internship experience with juniors who will undergo an internship.	
Dec 2023	Head of Safety Unit for First Year Experience (FYE' 24)	UTM
	Provided exposure on first year's student of computing to their new environments Successfully handled and monitor safety among over 100 participants	

CERTIFICATIONS

CompTIA Cloud+

Successfully completed the CompTIA Cloud+ (CV0-004) certification, demonstrating proficiency in cloud computing concepts, deployment models, virtualization, security, and infrastructure management.

Augmented Reality Degree++

Received mentorship and guidance from industry professional in AR technology and hands-on experience on Unity. Acquired to create a mini game using Unity, with the implementation of Photon Unity Networking (PUN)

Amazon Web Services (AWS)

Successfully completed an online course focused on AWS cloud services, security, architecture, pricing, and support

LANGUAGES	Malay English	Native Advanced	Arabic Mandarin	Beginner Beginner
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