



# MUHAMMAD NAJIB FIRDAUS

UNITY DEVELOPER |  
SOFTWARE ENGINEER |  
GAME DEVELOPER

## ABOUT ME

I am a full-time Unity Developer with over 5 years of experience in game development, Android, iOS, and desktop applications. I have worked full-time at WIR Group as a Unity Developer, PT. Wiki Artha Pratama as a Game Developer, and Monster AR as a Unity Developer.

## SKILLS & ABILITIES

- Accustomed to working both in a team and independently.
- Easily communicates with others.
- Accustomed to using team tools such as Git, JIRA, Slack, etc.
- Accustomed to working under pressure.
- Accustomed to learning new things when needed.
- Always up-to-date on tools and technology that simplify and speed up work.

## CONTACT INFORMATION

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## EMPLOYMENT HISTORY

### Unity Developer

Monster Group (January 2022- July 2025)

- Creating VR and AR-based applications
- Creating Android, iOS, and desktop games using Unity.
- Creating interactive games for vending machines and interactive tables.
- Creating filters for Instagram.
- Creating filters for TikTok.

### Unity Developer

PT. WIKI ARTHA PRATAMA (January 2021- January 2022)

- Create Android-based Hypercasual and Casual games using Unity.

### Unity Developer

WIR Group (August 2019 - August 2021)

- Create VR and AR-based applications
- Create Android, iOS, and desktop-based games.
- Create Android and iOS-based applications.
- Create interactive games.

### Internship

WIR Group (July 2018 - December 2018)

- Creating VR and AR-based applications, and creating games for Android, iOS, and desktop.
- Creating Android-based educational applications.
- Creating interactive games.
- Creating company profile websites.

## EDUCATIONAL BACKGROUND

### Wikrama Vocational School (2016-2019)

Software engineering

## INTERESTS AND HOBBIES

I have a hobby of reading books, either novels or reading books in my free time.