

I'm Reiyx

A curious wanderer, learning here and there

[About Me](#)

Small steps

I like to learn things that can be done by Computer

Starting from Graphics, Video,...

Until today, Games

[My Skillsets](#)

Like a sand in a beach

I had made something

Some recorded, some are not

Nothing Grand, but some meaningful milestones

[My Portfolio](#)

About Me



My name is Reiyx, a Malaysian. I like to play games, watch anime, listen to songs, like a classic Otaku.

As all Malaysian do, I understand Malay and English, with Chinese as my native, and... some self-learnt Japanese that was slightly improved after my degree's 3rd language courses.

I'm an average student since 2006, from SJK(C) Kong Min Caw. 2 to Heng Ee High School. and currently a University student at Universiti Teknikal Malaysia Melaka (UTeM), studying Bachelor of Information Technology, Game Technology.

It all started since I was 6. That was the first time I touched a computer, played around with paint on a Window XP, and having fun. And then during my primary school, I learnt about the Microsoft's Trio Office -- Word, Excel, PowerPoint.

Step into the high school, I joined the computer club. Started with graphic editing learnt during the club activities, then video editing from my senior, explored further by myself, and representing my club to help with the school concert as a practical test for myself. By chances, UOW Malaysia KDU held Game Challenge Design Workshop, and my high school was one of the candidate. With this, I joined my first ever Game Jam with my partner, Jason. Both of us joined every game jam that was held by KDU in the following years, and owned a Consolation on 2013, and a 2nd Runner-up on 2015 by the time we graduate. It's nothing big, but this might be the reason I end up picking Game Dev as my Degree at UTeM.

I also started a blog during my high school, mainly sharing about some Anime related desktop customization, such as custom icons, custom theme of Window 7, and some video editing of Mixed Anime Video on my YouTube. But some of them got taken down due to copyright strikes, and hence I stopped doing that, learnt about Copyrights, and started to make animation from arts and pictures instead.

As I graduate from SPM, that was the time I started to learn programming when I am free, while working as a retail store part timer. Then as the release of SPM results, I further my study with STPM in Physics Science Stream, while learning about C++ and Java.

After all of that, here am I, a degree student that staying at home attending online classes.

Skillsets

Microsoft

- Microsoft Word
- Microsoft Excel
- Microsoft PowerPoint
- Microsoft Visio

Graphic

- Adobe Photoshop
- Adobe Illustrator
- Coral Draw
- Clip Studio Paint

Video

- Sony Vegas
- Adobe After Effect
- Adobe Premier

Programming / Scripting

- C / C++
 - C# (For Unity)
 - Java
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- HTML / CSS

Games

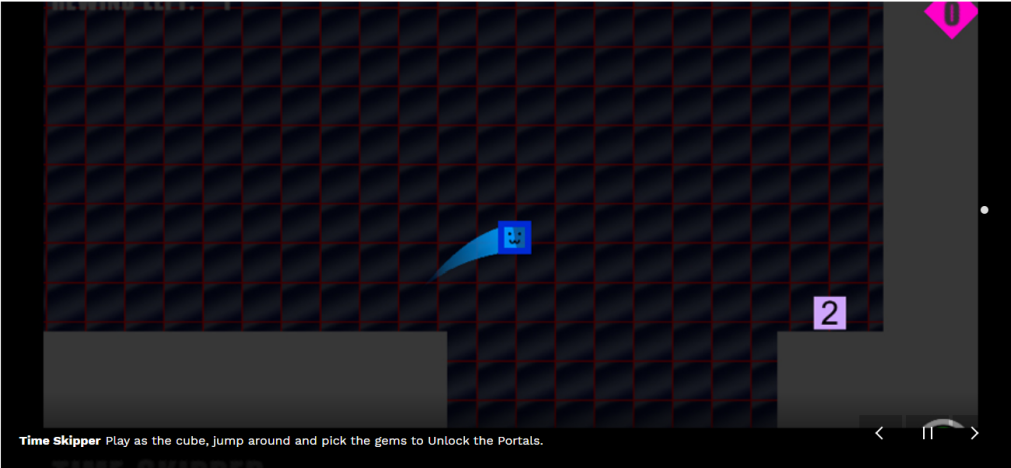
- C++ (SFML)
- Unity

Portfolio

Games

Some games that being made when doing assignments and attending Game Jams

*Click on the images to download the game



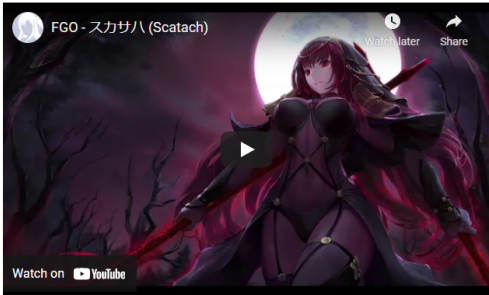
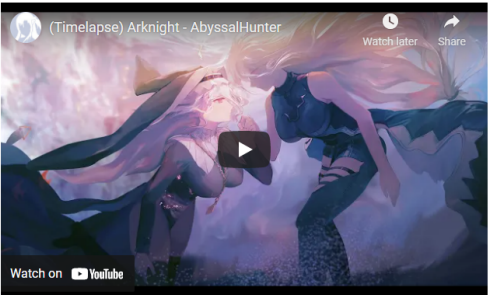
Digital Arts

Digital arts that I had published on my [Pixiv](#)



Animated Wallpaper

Animating wallpapers drawn by other artist



Contacts

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