

# MUHAMMAD SOFIY ADAM BIN NORAZHAR

## CONTACT

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## ABOUT ME

Final-year Multimedia Computing student at UiTM with a CGPA of 3.44, passionate about game development and interactive media. Currently finished developing a 2.5D puzzle game using Unity. Seeking an internship to apply technical and creative problem-solving skills. Available from 10th March to 13th June 2025, with a strong commitment to delivering significant contributions to projects in the technology and entertainment sectors. Own transportation to move and also work well for a 5- to 6-month internship duration.

## EDUCATION

<b>BACHELOR OF COMPUTER SCIENCE (HONS.) MULTIMEDIA COMPUTING</b> Universiti Teknologi Mara(UiTM), Shah Alam, Selangor CGPA: 3.44	March 2023 - Current
<b>DIPLOMA IN COMPUTER SCIENCE</b> Universiti Teknologi Mara(UiTM), Tapah, Perak CGPA : 3.16	March 2020 - February 2023
<b>MALAYSIAN HIGHER SCHOOL CERTIFICATE (STPM)</b> Sekolah Menengah Kebangsaan Putrajaya Presint 5(1) CGPA : 1.75 / MUET: BAND 3	May 2018 - December 2019

## WORK EXPERIENCE

<b>Jabatan Perpaduan Negara dan Integrasi Nasional(JPNIN), Putrajaya</b> Information Technology Department (ITD) Intern <ul style="list-style-type: none"><li>Complete weekly summary reports, answered the phone and respond to tasks given.</li><li>Assisted in developing a new web portal, improving user access time by 20%</li><li>Supported the IT Manager in managing various hardware</li></ul>	September 2022 - February 2023
<b>TeaLive Alamanda, Putrajaya</b> Part-time Tearista <ul style="list-style-type: none"><li>Handled over 50 daily customer transactions with a 98% accuracy rate.</li><li>Maintain outlet cleanliness and product quality</li><li>Prepare drinks or desserts as requested by the customer</li></ul>	October 2022 - March 2023
<b>Daiso IOI City Mall, Putrajaya</b> Full-time Retails Assistant <ul style="list-style-type: none"><li>Assuring that a product is replenished as needed and that the shop is kept clean.</li><li>Greeting customers in a friendly way</li><li>Ensure that the day-to-day operations of the shop run smoothly</li></ul>	December 2017 - April 2018

## EXTRACURRICULAR INVOLVEMENTS

Service Learning Malaysia-University for Society (SULAM) Cybersecurity Awareness Project at Kampung Budiman	December 2024
Spiritual and Welfare Exco of Multimedia Computing Society (MMCS) Session 23/24	October 2023 - January 2025
Member of Multimedia Bureaus for Malaysia Data Innovation Talent (MDIT)	June 2023 - September 2023
Members of the Welfare/Religion Bureau, PERTINAM Session 18/19	May 2018 - December 2019

# ACADEMIC PROJECT

## Emphasizing Critical Thinking Through Dynamic Puzzle Mechanics:

- Designed and developed an engaging 2.5D isometric puzzle game that fosters critical thinking skills using dynamic mechanics and algorithm-driven gameplay.
- Utilized Unity tools like Cinemachine, Tilemaps, and NavMesh for seamless gameplay and AI-controlled navigation.
- Integrated an intuitive player interaction system with visually immersive isometric design to improve user engagement.

## ACHIEVEMENT

- Dean’s Award Session 2023/2024
- Contribution to Malaysia Data Innovation Talent X DOSM Datathon 2023

## ADDITIONAL INFORMATION

**Languages Proficiency:** Malay (Native), English (Professional), Japanese (Beginner)

- Software Proficiency:**
- Unity3D (Intermediate)
  - Android Studio (Basic)
  - Adobe Photoshop (Basic)
  - Canva (Intermediate)
  - Blender (Basic)
  - Visual Studio Code (Intermediate)

- Relevant Skills:**
- Game Design and Development
  - Programming Languages: C#, Python, Java, HTML, CSS, JavaScript, PHP
  - Team Collaboration

## REFERENCE

Dr Norzilah Musa  
Penyelaras Latihan Industri (Sains Pengkomputeran) KPPIM  
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