MUHAMMAD SOFIY ADAM BIN NORAZHAR

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PRESINT 11, PUTRAJAYA

ABOUT ME

A **final-year** student from Universiti Teknologi MARA (UiTM), pursuing a Bachelor's **degree** in Multimedia Computing with a current CGPA of **3.44**. Dedicated to developing interactive digital experiences, currently focused on a final-year project focused on designing and constructing a video game that demonstrates technical expertise and creative problem-solving abilities. Seeking an internship opportunity to apply and further enhance these skills while gaining valuable industry experience. 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

BACHELOR OF COMPUTER SCIENCE (HONS.) MULTIMEDIA COMPUTING

Universiti Teknologi Mara(UiTM), Shah Alam, Selangor

CGPA: 3.44

DIPLOMA IN COMPUTER SCIENCE

Universiti Teknologi Mara(UiTM), Tapah, Perak

CGPA: 3.16

MALAYSIAN HIGHER SCHOOL CERTIFICATE (STPM)

Sekolah Menegah Kebangsaan Putrajaya Presint 5(1)

CGPA: 1.75 / MUET: BAND 3

WORK EXPERIENCE

Jabatan Perpaduan Negara dan Integrasi Nasional(JPNIN), Putrajaya

Information Technology Department (ITD) Intern

- · Complete weekly summary reports, answered the phone and respond to tasks given.
- Assisted in the development of new web portal
- Support the IT manager in managed various hardware

TeaLive Alamanda, Putrajaya

Part-time Tearista

- Handled transactions, assuring efficiency and accuracy in customer service.
- Maintain outlet cleanliness and product quality
- Prepare drinks or desserts as requested by the customer

Daiso IOI City Mall, Putrajaya

Full-time Retails Assisstance

- Assuring that a product is replenished as needed and that the shop is kept clean.
- Greeting customers in a friendly way
- · Ensure that the day-to-day operations of the shop run smoothly

EXTRACURRICULAR INVOLVEMENTS

- Service Learning Malaysia-University for Society (SULAM) Cybersecurity Awareness Project at Kampung Budiman
- Spiritual and Welfare Exco of Multimedia Computing Society (MMCS) Session 23/24
- Member of Multimedia Bureaus for Malaysia Data Innovation Talent (MDIT)
- Members of the Welfare/Religion Bureau, PERTINAM Session 18/19

March, 2023 - Current

March, 2020 - February, 2023

May, 2018 - December, 2019

September, 2022 - February, 2023

October, 2022 - March, 2023

December, 2017 - April, 2018

December, 2024

October, 2023 - January, 2025

June - September, 2023

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 Al-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), Japan (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 norzi105@uitm.edu.my. +60 12-312 1615

Nur Azima Alya binti Narawi Final Year Project Supervisor azimaalya@uitm.edu.my 0198203411