

MUHAMMAD SOFIY ADAM BIN NORAZHAR



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ABOUT ME

Multimedia Computing graduate from UiTM with a CGPA of 3.48, passionate about technology and problem-solving. Completed an internship in IT Support, gaining hands-on experience in hardware management, user support, and technical troubleshooting. Developed a 2.5D puzzle game using Unity, showcasing both creative and technical skills. Eager to contribute to roles in the tech or multimedia industry with strong commitment, adaptability, and a willingness to learn. Own transport and open to full-time opportunities.

EDUCATION

BACHELOR OF COMPUTER SCIENCE (HONS.) MULTIMEDIA COMPUTING Universiti Teknologi Mara(UiTM), Shah Alam, Selangor CGPA: 3.48	March 2023 - June 2025
DIPLOMA IN COMPUTER SCIENCE Universiti Teknologi Mara(UiTM), Tapah, Perak CGPA : 3.16	March 2020 - February 2023
MALAYSIAN HIGHER SCHOOL CERTIFICATE (STPM) Sekolah Menengah Kebangsaan Putrajaya Presint 5(1) CGPA : 1.75 / MUET: BAND 3	May 2018 - December 2019

WORK EXPERIENCE

Malaysia Competition Commission (MyCC), Kuala Lumpur Information Technology Unit (UTM) Intern <ul style="list-style-type: none">Prepared weekly reports, managed project tasks, and responded to assignments.Acted as Secretariat for JPIC meetings, including minute-taking and documentation.Assisted the IT team with hardware support and event coordination.	Mac 2025 - June 2025
Jabatan Perpaduan Negara dan Integrasi Nasional(JPNIN), Putrajaya Information Technology Department (ITD) Intern <ul style="list-style-type: none">Complete weekly summary reports, answered the phone and respond to tasks given.Assisted in developing a new web portal, improving user access time by 20%Supported the IT Manager in managing various hardware	September 2022 - February 2023
TeaLive Alamanda, Putrajaya Part-time Tearista <ul style="list-style-type: none">Handled over 50 daily customer transactions with a 98% accuracy rate.Maintain outlet cleanliness and product qualityPrepare drinks or desserts as requested by the customer	October 2022 - March 2023

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
• Head 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 1 2024/2025
- Dean’s Award Session 2 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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