

EXPERIENCES

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|---|------------|------------------------|
| Game Programmer at Xhinobi | Internship | April 2019 – June 2019 |
| <ul style="list-style-type: none">- Co-ordinated the development of a string-shooting style mobile game for the company.- Tech Stack: <i>C# (Unity), ADB Tools</i> | | |
| Freelance Front-end Web Developer | Remote | March 2017 – Sep 2018 |
| <ul style="list-style-type: none">- Involved in building the front-end of a web-based system for Parcel Daily, Axvel Sdn. Bhd..- Developed and deployed static pages for Cintalam Sdn. Bhd..- Tech Stack: <i>node.js (vue.js), Javascript, CSS, PHP (Laravel)</i> | | |

NOTABLE PROJECTS

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- Bubble Tower** [VR PC Game] [CLOVR] [Custom Console]
- A VR breathing game played with a custom built console that can detect human breath.
 - Demo video: <https://youtu.be/KSCeF8kHHwg>
- Spacebeat** [VR Mobile Game] [Google VR]
- A VR rhythm game where players can control the input by just moving their head.
 - Demo video: <https://youtu.be/yvNSYhMm634>
- AR Cube** [AR Mobile Game] [Google ARCore]
- A 3D AR mobile puzzle game. Features the famous 3-matches mechanics similar to Zuma, Puzzle Bobble (or known as Bust-A-Move) and Candy Crush.
 - Demo Video: <https://youtu.be/JT7iQn5R4l0>
- Jukebox Extended** [Minecraft] [Spigot Plugin]
- A Spigot plugin that allows players to play custom music using jukebox and discs in Minecraft.
 - Resource page: <https://www.spigotmc.org/resources/76963> (Demo video and source code included)

LANGUAGES & TECHS

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- Techs: Java (Maven), C# (Unity), C++ (SFML), node.js (vue.js), Python (Flask)
 - Tools: Game Maker: Studio, Unity, UE4

EDUCATION

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| Bachelor of Computer Science (Hons), Multimedia University (MMU), Malaysia | March 2017 - June 2020 |
| <ul style="list-style-type: none">- Expect to graduate in June 2020.- Current CGPA 3.76/4.00 (Final trimester excluded) | |

HONOUR & AWARDS

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- Pos Aviation Hackathon 2019 Second Runner-up**
- Innovated an airport navigation prototype mobile app with the power of AR and voice recognition.
 - Tech Stack: *C# (Unity), Google ARCore*
- VR Hackathon 2018 Consolation Prize**
- Constructed a VR system that is able to control and oversee the real-world factory machines system.
 - Tech Stack: *C# (Unity), Flask-IO, Arduino (UNO), Socket.IO*
- 3 Days of Code 2018 Hackathon First Runner-up**
- Developed a prototype mobile app for attendance checking using face recognition technologies.
 - Tech Stack: *node.js, face-recognition.js, ReactNative, MySQL*

ADDITIONAL EXPERIENCES

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| Minecraft server lead of IT Society MMU | June 2018 - Present |
| <ul style="list-style-type: none">- Perform administration tasks, server maintenance and building up community.- Development of server official website, CRUD API, Discord bot. | |
| Mentor of Web App Workshop and Python Workshop organized by IT Society | Feb 2018 |
| <ul style="list-style-type: none">- Guidance on web front-end development and Python basics. | |