Muhammad Syafiq Bin Khairuddin

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Linkedin | Github | Itch io

My Portfolio

Career Objective

Graduate of Game Technology specializing in Unreal Engine, motion capture, and immersive design. Seeking opportunities in gameplay programming, Project management, Coordination and Innovation Tech.

Education and Qualifications

Bachelor of Information Technology, (Games Technology) with honors   **2022 - Present**
University Technical Malaysia Melaka (UTeM)
- Expected Graduation: October 2026
- Cumulative CGPA: 3.69/4.0
- Relevant Course Work: Multiplatform Game, Game Engine Architecture, Interactive 3D Animation, AI For Games, Programming Fundamentals for games, Web Game Development, Game Design and Development

Course in Physical Science   **2020 - 2022**
Perak Matriculation College
- Expected Graduation: November 2022
- Cumulative CGPA: 3.43/4.0
- Relevant Course Work : Science Computer, Physic, Mathematics, Chemistry

Academic Projects

Final Year Degree Project Participant   **March 2025**
Rhythm Boxing Integrate with Sony Mocopi, UTeM
- Develop a 3D Rhythm-Based Boxing Game in Unreal Engine which test the capabilities of new motion capture device From Sony Mocopi
- Integrated 6-point Sony Mocopi motion capture into Unreal Engine via LiveLink, enabling real-time player movement with <50ms latency, tested successfully with 30 players
- Added multiple rhythm song to ensure player can choose to enjoy which song they want to play the most
- Implemented 5 gameplay effects (3 audio spectrum, chaos system, screen shake) in Unreal Engine, enhancing immersion for 20 playtesters with consistently smooth performance

Degree Workshop Project Team Leader   **March 2025**
Local Coop Story Puzzle with AI Theme, UTeM
- Developed a 3D Fully interactive Story featuring Local Coop in Unreal Engine for player to help solve each other on solving the puzzle and defeat the enemy until they reach the boss
- Led a 4-member team as Project Manager, Programmer, and Designer, completing a 4-month Unreal Engine project and delivering a playable showcase with AI-driven storytelling
- Implemented 5 short cutscenes (5–10s) to highlight key story events, enhancing narrative immersion and player engagement
- Produced 70 lines of dialogue for 3 characters using AILabs AI voice synthesis, enhancing immersion and reinforcing the AI theme

Achievements

- Dean's List for academic achievement — **June 2025**
- 2nd Place, Game Jam under Multimedia University — **May 2025**
- 2nd Place, Student Game Jam under XSolla Curine Academy — **April 2025**
- 1st Place, Workshop II Innovation Competition Poster Design under UTeM — **April 2025**
- 3rd Place, App Development Competition under Dewan Bahasa Pustaka — **November 2024**
- 4th Place, Game Jam under Dewan Bahasa Pustaka — **October 2023**
- Silver Medal, Tabletop Innovation under PPD Bagan Datuk — **April 2022**

Extra-Curricular Activities

Interactive Media Club Treasurer   **June 2024 – June 2025**

Person In Charge (PIC)
- Organized Unity Game Development Workshop for 20 students — **November 2024**

TPIC
- Coordinated Tech Day Photobooth Studio with 40 attendees — **December 2024**

AJK
- Annual General Meeting — **May 2025**
- Route Tour — **May 2025**
- Visual Effect Workshop — **December 2024**
- Larian Studios Visit with IMC — **November 2024**
- IMC Innovative Design — **October 2024**
- IMC Lets Meet Up — **October 2024**

Participant

- Teach on developing game for 15 Autism Children in Mahfaa — **September 2024**
- Help in Development Pejuang Kiru by GeoPlay — **August 2024**
- QA Game Empayar: The Melaka Chronicle by Univrse — **May 2024**
- Cybersecurity Awareness Talk at Old People House with charity — **December 2023**
- QA Game Pejuang Kiru by GeoPlay — **December 2023**
- Camp exploration organized by Belia Kemas Negeri Melaka — **Jun 2023**

Technical Skills

- Programming: C++,c#, Java, HTML
- Game Engines: Unreal Engine, Unity
- Creative Tools : Blender, Adobe Illustrator, After Effect, Photoshop, Audition, Canva, Audacity

Languages

- English (Fluent)
- Malay (Fluent)
- German (Basic)

Referees

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