

Muhammad Syafiq Bin Khairuddin

0197505530

syafiqkhairuddin22@gmail.com

[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 AllLabs AI voice synthesis, enhancing immersion and reinforcing the AI theme

Achievements

▪ Dean's List for academic achievement	June 2025
▪ 2 nd Place, Game Jam under Multimedia University	May 2025
▪ 2 nd Place, Student Game Jam under XSolla Curine Academy	April 2025
▪ 1 st Place, Workshop II Innovation Competition Poster Design under UTeM	April 2025
▪ 3 rd Place, App Development Competition under Dewan Bahasa Pustaka	November 2024
▪ 4 th 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
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Person In Charge (PIC)

▪ Organized Unity Game Development Workshop for 20 students	November 2024
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TPIC

▪ Coordinated Tech Day Photobooth Studio with 40 attendees	December 2024
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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

NAZREEN BIN ABDULLASIM

Lecturer, Faculty Information Technology and Communication

Universiti Teknikal Melaka Malaysia (UTeM), Melaka

+606 270 2550

nazreen.abdullasim@utem.edu.my