Muhammad Syafiq Bin Khairuddin

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Linkedin | Github | Itch io

Portfolio

Career Objective

Final-year BITE student specializing in Game Technology, passionate about interactive experiences, motion capture, and immersive design. Seeking opportunities to apply technical and creative skills in gameplay design, mixed reality, and experimental game development.

Education and Qualifications

Bachelor of Information Technology, (Games Technology) with honors　　　　　　　　　**2022 - Present**
University Technical Malaysia Melaka (UTeM)
- Expected Graduation: November 2025
- Cumulative CGPA: 3.63/4.0
- 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 2025
- Cumulative CGPA: 3.43/4.0
- 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

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.
- Integrate the Player movement in game with Sony Mocopi in Unreal live through a livelink to enable free movement for player in game with Sony Mocopi
- Input multiple rhythm song to ensure player can choose to enjoy which song they want to play the most.
- The game also implemented with audio spectrum, chaos system, screen shake and other to enhance user engagement during gameplay.

Degree Workshop Project Participant　　　　　　　　　　　　　　　　　　　　　**March 2025**
Local Coop Story Puzzle with AI Theme, UTeM
- Develop 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.
- Become Project Manager on managing task while being a lead programmer and game designer in a team on game development.
- Implement multiple cutscene on story progression or upcoming event in the story to pull player attention to the game.
- Following the Theme of AI, all the dialog in the game are voiced using AILabs to enhance player immersion in the game

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)
- Programme Game Development Workshop with Unity — **November 2024**

TPIC
- Programme D'FTMK Tech Day Photobooth Studio — **December 2024**

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

Participant

- Teach on developing game with 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**
- Cybersecurity Awareness Talk at Old People House with charity — **December 2023**
- Camp exploration organized by Belia Kemas Negeri Melaka — **Jun 2023**

Computer Skills

- Software knowledge: Microsoft Visual Studio (C++, HTML, Java and C#), Microsoft Office Suite (Word, PowerPoint and Excel), Adobe (AI, After Effect, Audition, Photoshop), Canva, Blender, GDevelop, Unreal Engine, Unity, Audacity.

Languages

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

Referees

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