AZFAR SYAHMI

Junior Game Developer

About Me

I strive to create digital models for assets in games and animations, passion on developing 2D and 3D games. I'm proficient in game design, creating in-game scripts and creating puzzles alongside the necessary game mechanics.

Contacts

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Reference

SHARIZAL PUJAHAR
LECTURER

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JACOB SOW TIAN YOU
SENIOR LECTURER

- +60 389961000
- jacob.sow@apu.edu.my

Portfolio

- https://zackazhar.vercel.app/
- https://github.com/Zackazhar

Experience

Game Developer/Programmer Intern
ALVA PROUCTIONS
July - November 2024

What I learnt:
- Comprehensive script programming in C#
- Creating a full fledged-game in Unity
- Overall flow of game development for publishing in online stores (Steam)

Education

Kolej MARA Kuala Nerang
Bachelor of Engineering (Hons)
2021-2022

Asia Pacific University
BSc (Hons) in Computer Games Development
2022 - 2025
GPA: 3.5
Graduated in September of 2025

Languages

Bahasa Melayu — 100%

English — 95%

Skills Summary

Skill	Level
Blender (3D Modelling)	70%
Figma (UI/UX Design)	85%
Unity	85%
Unreal Engine	70%