



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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Taman Bukit Dahlia, Pasir Gudang, Malaysia

Reference

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Portfolio



<https://zackazhar.vercel.app/>



<https://github.com/Zackazhar>

Experience

Game Developer/Programmer Intern

ALVA PROUCTIONS

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

Graduated in September of 2025

Languages

Bahasa Melayu



English



Skills Summary

Blender (3D Modelling) 70%

Figma (UI/UX Design) 85%

Unity 85%

Unreal Engine 70%