Syarif Bin Saleh

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Education and Qualifications

Bachelor of Information Technology, Major in Games Technology　　　　**2022 - Present**
University Technical Malaysia Melaka (UTeM)
- Expected Graduation: November 2025
- Current GPA: 3.60/4.00
- Relevant Course Work: Game Design and Development, Programming Fundamentals for Games, 3D Modelling and Animation, Game Engine Architecture, Web Game Development

Diploma in Science Computer　　　　**2019 – 2022**
University of Selangor (UNISEL)
- CGPA: 3.78/4.00
- Relevant Course Work: Operating Systems, Computer Architecture, Database Management, Computer Networks, Web Development

Achievements

- Dean's List for Academic Achievement　　　　**June 2025**
- 2nd Place, Game Building Competition under Multimedia University　　　　**May 2025**
- 2nd Place, Game Building Competition under XSolla Curine Academy　　　　**April 2025**
- 3rd Place, Game Building Competition under Dewan Bahasa Pustaka Malaysia　　　　**April 2025**
- 4th Place, Game Building Competition under Dewan Bahasa Pustaka Malaysia　　　　**April 2025**

Academic Projects

Final Degree Year Project Participant　　　　**March 2025**
3D Step Tracking Track and Field Game, UTeM
- Developed a 3D fitness-based racing game in Unreal Engine that transforms real-life steps into in-game speed and stamina using Android step counter integration
- Integrated step data from mobile sensors and synchronized it with game logic through a custom backend API (Supabase) to provide a dynamic, personalized gameplay experience
- Designed core gameplay mechanics, UI, and stat upgrade systems that gamify physical activity and promote health engagement
- Focused on user engagement through real-world interaction and seamless mobile-to-game data communication

Final Year Diploma Project　　　　**November 2020**
Arduino Gas and Heat Leaking Sensor, UNISEL
- Developed a gas and heat leaking sensor using Arduino platform, demonstrating proficiency in hardware design and programming
- Implemented sensor calibration algorithms to detect and alert in real-time potential gas and heat leakages
- Conducted thorough testing and validation, ensuring accuracy and reliability of sensor system
- Presented project findings and outcomes in a comprehensive manner, receiving positive feedback from faculty

Work Experience

Media Operator Intern　　　　***Aug 2021 – Dec 2021***
Moving Walls Sdn Bhd, Bukit Jalil
- Participated in targeted training sessions aimed at enhancing and developing Linux skills
- Assisted in designing and delivering training sessions focused on enhancing communication skills,

ensuring teams could engage with clients
- Ensured seamless integration of monitoring tools and provided ongoing support to optimize data accuracy and relevance

Sales Promoter   *May 2019 – July 2019*
DCS Machinery Sdn Bhd, Puchong
- Learned and adapted technology of food packaging to boost knowledge
- Assist in setting up the booth and ensure all props/assets are loaded carefully and correctly
- Contributed on promoting product with customer in Malaysia International Machinery Fair (MIMF) 2019 event

Technician Trainee   *Dec 2018 – Mar 2019*
Advance Net Sdn Bhd, Puchong
- Trained in training sessions to increase knowledge of how internet and router connection works
- Provided expert assistance to clients in configuring and optimizing newly purchased routers, ensuring seamless network connectivity
- Delivered exceptional customer service by troubleshooting issues and providing clear instructions for ongoing router management

Extra-Curricular Activities

Participant   *May 2025*
Game Building Competition Under Multimedia University, Cyberjaya
- Secured as 1st Runner-up in a competitive game building competition, where participants were challenged to design and develop a game within a stringent 48-hour timeframe
- Developed a multiplayer cooperative puzzle adventure where players uncover and reconstruct memories to escape a surreal environment

Participant   *Apr 2025*
Game Building Competition Under XSolla Curine Academy, Petaling Jaya
- Recognized as 1st Runner-up among university-level entries; praised for originality, cultural integration, and engaging gameplay
- Developed a fast-paced local multiplayer party game inspired by Malaysian festive culture, where players compete to consume the most Kuih Raya in chaotic mini-games

Participant   *Apr 2025*
Game Building Competition Under Dewan Bahasa Pustaka Malaysia, UTeM
- Successfully presented and secured 3rd place in the Interactive Multimedia Project Showcase by Dewan Bahasa Dan Pustaka (DBP)
- An innovative Augmented Reality application designed to teach Tulisan Jawi (traditional Malay script) to children through interactive markers and immersive learning experiences

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

Languages
- Malay
- English
- Mandarin

Referees
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