

WAN MOHD AMSYAR BIN WAN MOHD YASIN

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PROFILE

A motivated game developer student, I am driven by a passion for creating immersive digital games. Throughout my studies, I have actively pursued the acquisition of essential skills necessary to bring captivating gaming experiences to life. I also have embraced diverse roles such as game designer, concept artist, and game programmer, expanding my expertise in multiple facets of game development.

Drawing inspiration from my background in Animation Technology, I have harnessed this knowledge to elevate my digital game projects. It is no longer sufficient for me to simply enjoy playing games; I now delve deep into analyzing game mechanics, meticulously crafting UI designs, and continuously seeking opportunities for enhancement.

As a dedicated game developer, my ultimate goal is to create games that not only resonate with players but also remain relevant in a constantly evolving industry. Through dedication, innovation, and a commitment to delivering exceptional experiences, I strive to captivate and engage diverse audiences.

EDUCATION

2020 - Current

Bachelor in Design (Digital Games) with Hons Sultan Idris Education University

I have acquired a diverse range of skills in game development, encompassing areas such as 3D design and programming. Over the course of my three years of study, I have not only honed these skills but also completed numerous game projects in various roles, including programmer, 3D modeler, concept artist, and game designer. Additionally, I have actively sought out opportunities to further my experience and expertise by participating in events such as the Lvl 99 Game Jam, where I challenged myself and gained valuable hands-on experience

2015 - 2018

Diploma in Animation Technology International College of Yayasan Melaka

My journey in the realm of entertainment began with my studies in a diploma program. During this time, I acquired a diverse range of skill sets that have proven invaluable. These include traditional drawing, digital art, UI design, concept art, 2D and 3D animation, as well as the creation of designs for advertising purposes. Additionally, I gained some programming knowledge along the way. The experience gained during my diploma studies has been instrumental in shaping my approach to game development.

PROJECT EXPERIENCE

Ties of Power

Roles : Game Designer, Concept Artist

Engine : Adobe Photoshop, PaintTool SAI 2, Unity

Description : A 2.5D roguelike using Malacca history as inspiration. Art style and environment focuses on traditional Malay culture

A.S.A.P

Roles : Game Designer, Concept Artist

Engine : Adobe Photoshop, PaintTool SAI 2, Unity

Description : A 2.5D platformer game about a person trapped in an underground lab while escaping from smoke inhalation

The Junior Pharmacist

Roles : Game Designer, Concept Artist

Engine : Adobe Photoshop, PaintTool SAI 2, Unity

Description : A simple game based learning video game in order to teach a rookie pharmacist

Cemetery VR Game

Roles : Game Designer, Programmer

Engine : Unity, Blender

Description : A simple VR game made with own assets to test modelling and VR capabilities

Ray's Dungeon

Roles : Game Designer, Concept Artist

Engine : Unity, Adobe Photoshop

Description : A 2D platforming game in which the main character must escape from the dungeon and aid in freeing his friend

Denmyer's Bluff

Roles : Concept Artist

Engine : Adobe Photoshop, PaintTool SAI 2

Description : A 3D top down horror thriller game where the protagonist ventures into a silent-hill like town in order to find his long lost daughter

Dreamhouse

Roles : Game Designer, Programmer

Engine : Unity

Description : A simple game to test modelling and programming (first person view) mechanics

SKILLSET

Game Development

UNITY

Digital Design

Adobe Photoshop

Adobe Illustrator

PaintTool SAI 2

Clip Studio Paint

3D Modelling

3Ds Max

Blender

Programming Languages

Java

HTML5

Video Editing/Photo Editing

Adobe Photoshop

Adobe Illustrator

Adobe Premiere Pro

REFERENCE

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