



NURUL ANIS BINTI ABDUL HADI

0172199014 · anishadi.1412@gmail.com · Alor Gajah, Melaka

<https://nurulanisabdulhadi.wixsite.com/anis-hadi> ·

<https://www.linkedin.com/in/nurul-anis-hadi/>

ABOUT ME

A fresh graduate in Game Technology from Universiti Teknikal Malaysia Melaka (UTeM) with a strong passion for programming, and game development. Experienced in developing interactive digital projects, including custom tools for environmental data monitoring and visualization.

Eager to apply creative and technical skills in real-world projects and committed to continuous growth in the tech and digital innovation industry.

SKILLS

Soft Skills: Adaptability, Attention to Detail, Communication, Creativity, Documentation, Data Management & Reporting, Multitasking, Project Management, Problem-Solving, Teamwork, Team Leadership, Time Management, Technical Support, Willingness to Learn

Programming Languages: C++, C, C#, Python, HTML, CSS, JavaScript, MySQL, phpMyAdmin

Technical Tools & Softwares: Arduino, Adobe Photoshop, Adobe Illustrator, Adobe Premiere Pro, Adobe After Effects, Blender, Unreal Engine 5, Unity, Visual Studio Code, Microsoft Office Suite (Word, Excel, PowerPoint), Canva, Capcut

Languages: Malay (Fluent), English (Proficient), Japanese (Basic)

PROFESSIONAL EXPERIENCE

Mahkota Medical Centre (MMC)

June 2019 - August 2019

Internship in Information and Communication Technology (ICT)

Provided IT support across departments by troubleshooting and resolving hardware and software issues, ensuring smooth operation of devices.

- Provided technical support by troubleshooting and resolving PC and printer issues, ensuring minimal disruption to daily operations.
- Set up and configured new computers while replacing outdated workstations to maintain IT efficiency.
- Managed patient appointment data and monthly reports, organizing records to support long-term accessibility and data-driven decisions.

Qudwah Technology

October 2024 - March 2025

Internship in Customer Relationship Management (CRM)

Managed daily social media content and marketing campaigns, created promotional videos, conducted customer outreach, maintained CRM data, and developed a Python automation tool to enhance data processing efficiency.

- Created and managed daily social media content and event videos, supporting brand visibility and audience engagement.
 - Assisted with Facebook marketing campaigns, including content scheduling, performance tracking, and targeted outreach via email and WhatsApp.
 - Developed a Python automation tool for gender and race classification based on Malaysian names, improving data processing efficiency.
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EDUCATION

Universiti Teknikal Malaysia Melaka (UTeM)

Graduate Bachelor of Information Technology (Games technology) with Honours

- Completed all academic requirements for graduation in Game Technology, with focus on game development, multimedia systems, and UI/UX design.
- Built various game projects using Unity and Unreal Engine, covering 2D, 3D, and multi-platform development.
- Developed strong creative and technical skills through subjects like AI for games, animation, game project management, and game mechanics.
- Gained proficiency in tools such as Blender, Adobe Creative Suite, and After Effects, complementing game production pipelines.
- Final Year Project: Stranded – A 3D adventure exploration game showcasing a map crafted through procedural generation techniques to streamline development and enhance design efficiency.

Universiti Teknikal Malaysia Melaka (UTeM)

Graduate Diploma in Computer Science

- Gained strong foundation in programming, web development, and database management.
- Built design skills using Photoshop and practiced full-stack basics with HTML, CSS, JavaScript, PHP, MySQL, and phpMyAdmin.
- Developed a hijab rental system using HTML, CSS, JavaScript, PHP, and MySQL, with phpMyAdmin for database management.
- Completed a highly rated internship at Mahkota Medical Centre (MMC), delivering IT support across multiple departments. Responsible for diagnosing and resolving hardware and software issues, ensuring minimal downtime and efficient system operations.

PROJECTS

1) Final Year Project: Stranded

- Developed a third-person 3D adventure game focused on exploration, survival, and narrative elements.

2) Project: Virus Dash

- Developed a multi-platform endless runner game set during the COVID-19 era, with support for both Windows and Android.

3) Project: Manner Dash

- Developed an endless runner game that progresses through life stages such as elementary school, high school, and university with integrated fight scenes unique to each stage.

4) Project: Buds Saga

- Developed a turn-based combat system featuring alternating player actions, strategic stat adjustments, abilities, and held items to influence battle outcomes.

5) Project: Bubbles Up!

- Developed a puzzle game where players control a kid who blows bubbles, merging identical bubbles to create larger ones.

ACHIEVEMENTS

- Secured 3rd place in Badminton Tournament for Sukan Piala Dekan during Diploma studies.
- Served as Media Committee member for Jawatankuasa Mahasiswa Luar UTeM (JKML) during Diploma studies.
- Dean's List (Dekan) in every semesters for Bachelor of Information Technology (Game Technology) at UTeM.
- Earned Unity Certified User Programmer certification.
- Awarded Best Presenter for Final Year Project presentation during Degree studies.
- Served as Treasurer of Silat Gayung Fatani Club during Degree studies.