

# Muhammad Asyraf bin Ibrahim

## Game/Software Developer

### SUMMARY

**Email** m.asyraf.ibr@gmail.com  
**Mobile** (+60)013-4642899  
**Birthday** 9 October 1992  
**Portfolio** [asyzruffz.github.io/Portfolio](https://asyzruffz.github.io/Portfolio)

**6 months** experience  
Exceptional **programming** skills  
**1** published **mobile** game  
**B. Comp. Science** qualification

### PERSONAL PROFILE

With **experience** in game development, I'm **passionate** in **programming** software and games. I'm from Kedah, a second child among six siblings. I'm an **open-minded** person, **flexible** and able to receive constructive criticism. I can **work under pressure**, whether individually or in a team, **adaptable** to new environment and able to learn new things quickly. I hold a **bachelor degree** in **computer science** specializing in game development. I like to dabble around in various technologies in my free time as I've tried experimenting with developing Flutter apps, coding in Rust, and some simple machine learning.

### EMPLOYMENT HISTORY

- 02/2023 – 07/2023 **Calian Games Sdn Bhd**, Georgetown, Penang  
**Unity Developer** – Contributed in developing a mobile strategy game, *BiO-X*. Designed and implemented in-game systems:  
*Inbox System* - Tabbed panel for list of messages from server (announcement, maintenance, free rewards), logs of game battle history.  
*VIP Shop* - Tiered VIP system with different level providing increasing benefits.  
*Ads Rewards* - Increased resource gain after battle by watching ads.  
*Tutorial* - A sequence of dialog events explaining gameplay mechanics, directing player to press specific UIs. Including guidebook pages for later reference.
- 03/2016 – 06/2016 **Materialise Sdn Bhd**, Petaling Jaya, Selangor  
**Software Developer (Internship)** – Developed a simple windows desktop drawing application using C++. Contributed in developing a web application for a system handling crash reports generated by the company's proprietary software.
- 06/2012 – 07/2012 **ARTUR LESER Elektrotechnik GmbH**, Köln, Germany  
**Electrician (Internship)** – Assisted in some cable and wiring maintenance for buildings.

### EDUCATION

- 06/2014 – 01/2018 Multimedia University, Cyberjaya  
*Bachelor of Computer Science (Hons) with Specialization in Game Development* – CGPA: **3.89**
- 08/2012 – 02/2014 Technische Hochschule Nürnberg, Nuremberg, Germany  
*Bachelor (B.Eng.) in Mechatronics/Precision Technology* – Dropout
- 06/2010 – 12/2011 KBU International College, Petaling Jaya  
*Australian Matriculation Programme (AUSMAT)* – ATAR: **96.50**
- SPM (**11 A+**), PMR (**9A**), UPSR (**5A**)

## ABILITY & SKILLS

**Malay Ability:** Native Language

**English Ability:** Fluent, MUET Band 5 (2014), IELTS Band Score 7.5 (2010)

**German Ability:** Proficiency Level B2 (2012)

### Programming Skills:

- Object-oriented: C++, C#, Java
- Game engine: Unity, Unreal Engine
- Scripting: Javascript, Lua
- Graphics programming (Amateur)
- Web development (Amateur)
- Rust (Beginner)
- Fast to learn other programming languages

### Other Skills:

- Simple image editing: Photoshop, Inkscape

## PROJECTS

- *BiO-X* – Published mobile strategy game developed while working in Calian Games Sdn Bhd. Programmed several in-game systems.
- *Procedural Island* – Final year project for the degree developing a procedural 3D terrain generator for floating islands. Using algorithms such as perlin noise, marching squares, cellular automata, and k-means clustering. (C#, C++, Unity)
- *Phronesis* – Ongoing development of self-built game engine as hobby pet project. Implementing Vulkan as the graphics renderer and entity component system. (C++)
- *ObserVR2* – Mobile VR game as a class assignment in university. (C#, Unity, Android)
- Ludum Dare:  
*Stomp* (LD43), *Claustro Escalade* (LD42), *Fowlcard* (LD41), *Find Out Yourself* (LD39), *See You Again* (LD38), *Oath* (LD37), *Trapped in Egypt* (LD36), *QillZone* (LD34)
- Global Game Jam:  
*Tetronihome* (2019), *Where's My Channel?* (2018), *Lost Frequency* (2017), *Hex-a-cute* (2016)
- SEA Game Jam @ Level Up KL:  
*Bicker Fight* (2019), *Eterium 2139* (2018), *Ejen Escape* (2017), *Lights ON!* (2016)

## HOBBIES & INTERESTS

- Reading web novels
- Watching movies