

**HASYIMI BAHRUDIN**

PROGRAMMER

 **hasyimibahrudin@gmail.com**  **+60122302150**  **github.com/hasyimibhar**

**SUMMARY**

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| FULL NAME | Hasyimi bin Bahrudin |
| EXPERIENCE | Almost 4 years |
| AGE | 24 years old |
| LOCATION | Bukit Mahkota, Kajang |
| EXPECTED SALARY | RM 4,500 |

**REFERENCES**

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| NAME | Bazil Akmal Bidin |
| TITLE | Game Producer at Terato Tech |
| CONTACT NO. | +60199682271 |

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| NAME | Muhamad Fadli bin Ishak |
| TITLE | Game Programmer at Terato Tech |
| CONTACT NO. | +60194294042 |

**SKILLS**

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| |  |  | | --- | --- | | C++ |      | | C# ASP.NET |      | | PHP |      | | Java |      | | Objective-C |      | | C |      | | HTML/CSS |      | | Ruby |      | | |  |  | | --- | --- | | Python |      | | Javascript |      | | Go |      | | Git |      | | Unix Administration |      | | Laravel |      | | AWS |      | | Microsoft Azure |      | |

**WORK EXPERIENCE**

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| January  2012  –  Present | **TERATO TECH**   |  |  | | --- | --- | | LOCATION | Bandar Baru Bangi, Selangor | | SALARY | RM 2,800 |   **GAME PROGRAMMER**   * Developed mobile games for iOS and Android with cocos2d-x framework, using a mix of C++, Objective-C, and Java * Developed the artificial intelligence for a badminton game (steering behavior and state machine)     **BACKEND DEVELOPER**   * Developed the backend for a mobile card game using PHP with Laravel and various other small frameworks * Wrote and maintained unit tests and integration tests * Designed the database schema for a mobile card game using MySQL * Developed the backend for an ordering system using ASP.NET Web Api (C#) and MSSQL   **SERVER ADMINISTRATOR**   * Maintained and orchestrated Ubuntu servers for a mobile card game (AWS) * Deployed and managed ASP.NET web application using Windows Azure * Maintained an in-house installation of Sentry * Maintained an in-house installation of Jenkins and some OSX-based build machines for build automation * Researched and explored new DevOps related technologies |

**PROJECT EXPERIENCE**

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| January  2012  –  March  2012 | **AMOK: THE VILLAIN HEROES**   |  |  | | --- | --- | | STATUS | Published | | APP STORE | https://goo.gl/sBiUoH | | LANGUAGES | Objective-C (iOS) |   Amok: The Villain Heroes is a hack-and-slash game which features a traditional Malay theme (Malacca.) The game was developed for iOS platform (Objective-C) using cocos2d and Box2D frameworks.  I only had minor involvement with the project. I helped the team to fix some bugs. |
| January  2012  –  December  2013 | **DEATH FORTRESS**   |  |  | | --- | --- | | STATUS | Unpublished | | LANGUAGES | Objective-C (iOS) |   Death Fortress is a mobile game which features a fusion of tower defense gameplay and mining gameplay (a-la Minecraft.) The game was developed for iOS platform (Objective-C) using cocos2d framework.  I was the only developer working for this project, so I was developed the entire game from scratch.  Unfortunately, the game didn’t get to be published. |
| June  2012  –  January  2013 | **MAYBANK MALAYSIA OPEN 2013**   |  |  | | --- | --- | | STATUS | Published | | APP STORE | https://goo.gl/6oEYDX | | PLAY STORE | https://goo.gl/CpScQx | | LANGUAGES | C++, Objective-C (iOS), Java (Android) |   Maybank Malaysia Open 2013 is a mobile badminton game that served as the official mobile app game for Maybank Malaysia Open 2013. The game was developed for both iOS and Android platforms using cocos2d-x framework (C++.)  I was part of a team of 4 people. I was responsible for developing the display system (it’s a 3D game, but projected to 2D), the physics simulation, and also the artificial intelligence. |
| January  2013  –  Present | **DARKNESS FALLEN**   |  |  | | --- | --- | | STATUS | Under development | | WEBSITE | http://playdarknessfallen.com | | LANGUAGES | C++, Objective-C (iOS), Java (Android), Lua, PHP |   Darkness Fallen is an online mobile card game where the players can collect cards, trade them, and also use them to fight against each other. The game features a fusion of tower defense gameplay and puzzle gameplay.  I was part of a team of 8 people. I was responsible for developing the entire stack, from the front end (using C++, Objective-C, and Java) to the backend (using PHP and MySQL.) I was also responsible for managing the server infrastructure.  The game is currently under development. |
| March  2015  –  April  2015 | **DOMINOS.COM.MY**   |  |  | | --- | --- | | STATUS | Published | | WEBSITE | https://www.dominos.com.my/ | | LANGUAGES | C# (ASP.NET) |   Dominos.com.my is the official website for Dominos Pizza for ordering their pizzas online.  I was part of a team of 5 people. I was temporarily brought in by the project manager to assist the development of the project. I was responsible for working on the login system and also the ordering system. The website is developed using ASP.NET (C#.) |
| November  2015  –  Current | **JEJAQ GPS TRACKING**   |  |  | | --- | --- | | STATUS | Under Development | | LANGUAGES | HTML, CSS, Javascript, PHP, Go |   Jejaq is a GPS tracking service where you can monitor your vehicle activities through the web.  Jejaq is a freelance project I’m currently part of, which belongs to a friend of mine. I’m currently the only developer, and I design and develop the entire technology stack. I work alongside another friend, who is the designer. |

**EDUCATION**

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| January  2009  –  December  2011 | **LIMKOKWING UNIVERSITY OF CREATIVE TECHNOLOGY**   |  |  | | --- | --- | | MAJOR | Bachelor (Hons.) in Games Technology | | CGPA | 3.86 | |