



PROFILE

Unity Game Developer with a strong background in digital content development, including games and applications. Skilled in Unity 3D, C# programming, 3D modeling using 3DS Max, Blender, and Sketchup, as well as Adobe Design tools, Microsoft software, Substance Painter and Designer, and animation. Graduated with a Bachelor of Multimedia (Hons.) (Virtual Reality) specializing in Modeling, Virtual Environments, and Simulation from Multimedia University. Recently completed a Master of Business Administration, enhancing business acumen and strengthening skills in management, human resources, accounting, international business, marketing, and market analysis. A collaborative team player with a passion for continuous learning and adaptability.

CONTACT

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HOBBIES

Online Gaming
Sports Activities
Travelling

JEETEENDAR SATHIA

Unity Developer

EDUCATION

Bachelor of Multimedia (Hons.) (Virtual Reality), Multimedia University
2015 - 2020

Master of Business Administration, UNITAR International University
2021 - 2022

WORK EXPERIENCE

AR/VR/Unity Developer/ Content Developer – FlyTone Asia, Malaysia
01/19 – 12/19

- Performing multi-level tasks from the groundwork to app development based on client requirements.
- 3D Modelling, programming and app maintenance are primary tasks.

Executive Technical Support – Lenovo ASEAN

06/19 – 01/21

- Troubleshooting client's machines via phone call, email and Oracle based chat system, and arranging On-site support for hardware replacements if needed for customers based in Singapore and Malaysia.
- Managing escalations from Consumers and Corporates.
- Conducting training for newcomers is part ad-hoc tasks to be performed.

Game Developer/ Unity Developer – SMM Education Group

01/21 – 05/22 – Team Member/ Developer

06/22 – Present – Team Leader/ Project Manager/ Developer

- Planning and executing the development of applications for the need of educational support, and as well as the maintenance of the applications.
- Leading as a project manager for 5 different projects for the use of over 800 centers all over Malaysia and Singapore.
- Task delegation and reporting based on Daily, Weekly, Monthly, and Quarterly to Board Members.

SKILLS

Unity 3D - C#	80%
Adobe Suites	75%
Blender	70%
Substance Painter	50%
Microsoft Office	80%
3DS Max	70%
Sketch Up	50%
Reaper/Audacity	50%