

# MIRA IZZATUL

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[Email](#) · [LinkedIn](#) · [GitHub](#) · [Portfolio](#)

Seeking an efficient position in game development with a company that prides itself on their positive company culture, compassionate, and like-minded people.

## EXPERIENCE

JAN 2019 – PRESENT

**GAME PROGRAMMER**, TODAK STUDIOS SDN BHD

Worked on multiplayer fighting gameplay mechanics and systems.  
Worked on MOBA core gameplay, game mechanic, system and UI.  
Working on multiplayer twin stick shooter core gameplay, controls, and systems and AI.  
Assisting programmers and designers for the best gameplay implementation.  
Assisting team in source control management.  
Worked on minor gameplay logic templates and mouse input in ToGather:Island.

SEP 2018 - JAN 2019

**UNITY PROGRAMMER**, NILAM PUBLICATION SDN BHD

Worked on several games and simulations for digital educational purposes.

MAY 2017 - SEP 2017

**3D GAME DEVELOPER**, ESOLUTION TECHNOLOGY SERVICES

Lead a team of developer developed an embedded web application using Unity 3D.

SEP 2016 - FEB 2017

**GAME PROGRAMMER INTERN**, CATGEAR GAMES

Worked on several projects during the internship including level design, and game development.

## EDUCATION

2013 - 2017

**DEGREE TITLE**, UNIVERSITI TEKNIKAL MALAYSIA MELAKA

Bachelors of Information Technology, Game Technology

## SKILLS

- Unreal Engine
- C++
- Visual Scripting
- Github
- Unity
- C#