

# NABIL NUR HAKIMI ABDUL RASID

UNITY DEVELOPER | NEAR 2 YEARS OF EXPERIENCE IN DESIGNING,  
DEVELOPING AND BUILDING SYSTEMS

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## CAREER OBJECTIVE

Ambitious Unity Developer with over 2 years of experience specializing in immersive VR/AR systems. I have a proven track record of collaborating with industry leaders such as SD Guthrie Berhad and KTMB to deliver high-fidelity simulations. Proficient in C#, UI/UX integration, and performance optimization for Meta Quest, I am dedicated to building scalable, modular code for complex industrial applications.

Having developed and deployed personal projects from initial concept to playable prototype, I have a proven ability to troubleshoot complex bugs and optimize performance across different platforms.

## EDUCATION

**Bachelor's Degree in Computer Science (Multimedia Computing)** Oct 2022- Jan 2026  
[University Tun Hussein Onn Malaysia](#)

- Relevant Coursework : Database, VR Development, Game Development, Animation, Unity Development, Ar Development
- CGPA : 3.26

**Diploma in Computer Science** June 2018- Feb 2021  
[MARA University of Technology \(UITM\)](#)

- Muet Band 4
- CGPA : 2.87

**Malaysian Certificate of Education (SPM)** 2017  
[Sekolah Menengah Kebangsaan Sri Mersing](#)

- SPM 4 A's

## WORK EXPERIENCE

**Internship (Bachelor's Degree)** Oct 2025- Jan 2026  
[SD Guthrie Berhad](#)

- Develop a Virtual Reality (VR) application designed to replicate the SD Guthrie Experience Centre and provide users with an immersive simulation of palm oil harvesting. Involves architecting a 3D VR simulation about oil palm production by leveraging Unity's real-time rendering capabilities to deliver an interactive educational tool for the Meta Quest headset.

**Virtual Reality Developer** July 2024- July 2025  
[University Tun Hussein Onn Malaysia](#)

- Developed multiple application such as Virtual Reality application for Faculty of Technical and Vocational Education (FPTV), Faculty of Science Computer and Information Technology (FSKTM). collaboration with Tanah Melayu Berhad (KTMB) to develop train simulation VR application

**Internship (Diploma)** Oct 2021  
[Syarikat Air Johor \(SAJ\), Mersing](#)

- Maintained and troubleshooted IT-related issues, provided technical support for software and hardware concerns, managed the institution's website and updated digital content, set up networks to ensure smooth connectivity, and documented IT processes with recommendations for system improvements.

## ACTIVITIES

### Pertandingan Digitalisasi Pantun

Dewan Bahasa dan Pustaka Malaysia

- Participated in Dewan Bahasa dan Pustaka's (DBP) game development segment, competing against 15 teams to design and develop an open-world interactive game. Contributed to 3D modeling, character animations, rigging, and voice-over role. Successfully secured 1 place in the 3D category for outstanding visual and interactive elements.

### Final Year Project

University Tun Hussein Onn Malaysia

- Developed and designed an immersive virtual reality application about Train Simulation Using Meta Quest as Virtual Reality Medium. The application highlights multiple scenarios to simulate situations that is hard to do in real life. having partnered with Kereta Api Tanah Melayu Berhad (KTMB) and Faculty of Engineering Technology, a secured and solid module are made to simulate the realism of Malaysia's Railway System in Virtual Reality Technology.

### Digital Innovation Creativepreneur 3.0 (DICE 3.0)

Ministry of Higher Education

University Sultan Zainal Abidin (UniSZA)

- Served as the Lead Developer for the champion team in the AR/VR category at DICE 3.0, architecting an award-winning immersive solution that outperformed 64 international projects and was recognized by the Malaysia Book of Records.

## AWARDS AND ACHIEVEMENTS

- **THE BEST PSM PRODUCT FOR BACHELOR OF COMPUTER SCIENCE (MULTIMEDIA COMPUTING),**  
Project Innovation Excellence Showcase in Information Technologies (PIXEL- IT' 25)
- **GOLD**  
International Research and Innovation Symposium Competition 2025 (RISE 2025)
- **CHAMPION (AR/VR CATEGORY)**  
Digital Innovation Creativepreneur (DICE 3.0), Ministry of Higher Education
- **CHAMPION**  
Pertandingan Digitalisasi Pantun, Dewan Bahasa dan Pustaka Malaysia

## EXPERTISE

### ANALOGUE SKILLS

- Rendering
- 3d Modelling
- Rigging
- Animating
- Programming
- Environment

### SOFTWARE SKILLS

- Adobe
- Unity
- Visual Studio Code
- Unreal
- Microsoft Office
- Figma

### LANGUAGES

- Bahasa Melayu
- English

## PORTFOLIO