

Ainul Dania bt. Kamrul Ariffin

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<https://pillipillow.github.io/>

Work and Project Experience

Weyrdworks (Nov 2021 – Feb 2025)

Unity Programmer

- **Gameplay Programmer** – Programmed small mini-games, experiences and indie games with Unity 3D.

Instamedia (Sep 2020 – Apr 2021)

Junior Unity Programmer

- **Gameplay Programmer** – Programmed small mini-games with Unity and Spark AR, either with C# scripting or visual scripting.
- **Shaders & VFX Programmer** – Created effects using Unity's particle systems and shader programming
- **Sequence Programmer** – Setup sequences using the Timeline Editor to tailor the Augmented Reality experience based on the client's provided storyboard.
- **Research and Development** – Researched on various Augmented Reality software and plugins that utilised for specific projects requested by the clients, such as Facebook's Spark AR and Zapworks Studios.

Polypixel (Dec 2019 – Apr 2020)

Junior Technical artist

- **Shader Programmer** – Upgrade their old Unity products to Unity 2019 version and the HDRP pipeline. Also did quality checks on the products for it to be ready for customers such as collision checks, prefab checks and LOD checks.
- **Gameplay Programmer** – Created a small walkable GDC Demo to showcase the company's products within a mobile and tablet device environment.
- **Research and Development** – Researched on various services and products for the company to branch out, such as Augmented Reality and Broadcasting.

Skills

Game Programming, UI Programming, Shader Programming, VFX Programming

Programming Skills

C#, HTML, CSS

Software Skills

Unity 3D, 3DS Max, Blender 3D, Adobe Photoshop, Clip Studio Paint, SourceTree Git

Preferred Software

Unity 3D, Blender 3D, Clip Studio Paint, Procreate, SourceTree Git

Educational Background

KDU University College

Jan 2016 – Apr 2019

Bachelor of Game Development (Hons)

Specialisation in Games Technology
CGPA: 3.5

Foundation Studies

CGPA: 3.4

Mar 2015 – Dec 2015

Languages

English, Bahasa Melayu