

# AINUN NAWWARAH BINTI ZAHARRUDIN

## GAME PROGRAMMER

### Contact Info

- +6014-3394200
- red.hana0515@gmail.com
- <https://red-hana0515.github.io/>

### Soft Skills

- Well-Organized
- Punctuality
- Eager to Learn

### Language

- Bahasa Malaysia**  
Native
- English**  
Spoken and Written
- Japanese**  
Basic Reading

### Interests

- Creative Writing
- Video Editing
- Horror / Mystery Genres
- Narrative-based
- Farming Simulation Genres

### Reference

- Johann Lim Tek Sen**  
Programme Leader of Computing  
and Creative Media UOWMKDU  
ts.lim@uow.edu.my
- Yap Chin Kein**  
Lecturer of UOWMKDU  
ck.yap@uow.edu.my

### About Me

A senior college student majoring in game programming who has involved in multiple team projects. While I have few experience in certain game engines, I'm willing to learn and improve further knowledge on other game-related works, especially in the tech art department.

### Education

- June 2020 - Current**  
University of Wollongong Malaysia KDU  
**Bachelor of Game Development (Hons)**
- May 2019 - April 2020**  
University of Wollongong Malaysia KDU  
**Foundation Studies of Arts and Technology**

### Project Experiences

- Sept 2022 - May 2023**  
*PASSAGE*
  - Final year project, made in Unity
  - Tasked as 3D shader graphics programmer, VFX and UI technical artist
  - <https://uowmgames.itch.io/passage>
- Jan 2022 - April 2022**  
*PURRPATRATOR*
  - Mobile multiplayer game project, made in Unity
  - Tasked as one of the mechanics programmer
  - <https://uowmgames.itch.io/purrrpatrator>
- Sept 2021 - Dec 2021**  
*10,000 METERS DEEP*
  - First game project, made in Unity
  - Tasked as one of the generalist programmer, video trailer editor
  - <https://uowmgames.itch.io/10000-meters-deep>

### Skillset

- UNITY** *Advanced*
- C++** *Intermediate*
- PREMIER PRO** *Intermediate*