

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

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 - May 2023**
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
 - (Link to game later)
- 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 mechanics programmer, video trailer editor
 - <https://uowmgames.itch.io/10000-meters-deep>

Skillset

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