

AINUN NAWWARAH BINTI ZAHARRUDIN

GAME PROGRAMMER & TECHNICAL ARTIST

Contact Info

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- 🌐 <https://red-hana0515.github.io/>
- ☎ +6014 339 4200

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

- Joseph Teng Tze Luen**
Managing Director of Nimbus Games Sdn Bhd
joseph@nimbusgames.dev
- Yap Chin Kein**
Lecturer of UOWMKDU
ck.yap@uow.edu.my

About Me

A fresh graduate 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 - September 2023**
University of Wollongong Malaysia KDU
Bachelor of Game Development (Hons)

Project Experience

- **Sept 2022 - May 2023**
PASSAGE
 - Final year project, made in Unity
 - Tasked as 3D shader graphics programmer, VFX and UI technical artist
 - Finalist for Best Visual Arts and Audience Choice Awards in Levelup KL 2023 SEA Game Awards
 - <https://uowmgames.itch.io/passage>

Work Experience

- **June 2023 - Jan 2024**
NIMBUS GAMES
 - Worked as a game programmer intern
 - Tasked to create various visual effects for designer's convenience and animation logics
 - Worked on Malice: Chiyo during the internship period
 - Winner for Best Audio Design in Levelup KL 2023 SEA Game Awards

Skillset

- | | |
|------------------------|----------------------|
| ● UNITY | ● PREMIER PRO |
| ● UNREAL ENGINE | |
| ● C ++ / C# | |