




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 - Current**
PASSAGE
 - Final year project, made in Unity
 - Tasked as 3D shader graphics programmer, VFX and UI technical artist
- **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*