Muhammad Nur Syafaat Bin Mohamed Saat

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SUMMARY

Computer Science and Game Design graduate specialising in game development, with some experience in back-end development. Familiar with web development, with a strong foundation in data structures, algorithms and design patterns. Proactive programmer, eager to master emerging technologies and methodologies to optimise software development processes and elevate product quality.

EDUCATION

DigiPen Institute of Technology Singapore **2018 - 2022**
Bachelor of Science in Computer Science & Game Design

Singapore Polytechnic **2013 - 2016**
Diploma in Information Technology

SKILLS

Programming Languages: C, C++, C#, Python, HTML, CSS

Skills: Data Structures and Algorithms, Game Development, Software Development, Object Oriented Programming, Design Patterns, Debugging, Continuous Integration/Continuous Deployment (CI/CD), Agile

Game Engines / Frameworks: Unity, Unreal Engine, Bootstrap

Version Control: Git, GitHub

WORK EXPERIENCE

Centre of Immersification **January 2022 - July 2022**
Software Engineer Intern
- Designed and developed interactive features for a VR prototype.
- Assisted in creating a 3D virtual environment using Python and 3D modelling.
- Revamped the menu system (UI and navigation).
- Created data recording system and reflected collected data in an observation mode to monitor user's performance.

Ubisoft Singapore **May 2015 - August 2015**
Quality Assurance Tester Intern
- Testing new features for discrepancies and performance issues.
- Authored documentation for new features with details on known issues and performance data.

PROJECTS

Wonder Cells (2020 - 2021)
A 3D adventure, platformer and puzzle game. The game was built using a custom 3D engine built by my team.
- Assisted with game design and prototyping in Unreal Engine.
- Mainly responsible for the AI aspect of the game.
- Developed a navigation mesh system that generates meshes to indicate where characters can walk.
- Created the AI behaviour system where characters go through behavioural states and used A*(star) pathfinding on navigation meshes to move around autonomously.

AMP (2019 - 2020)
A 2D action, platformer and local multiplayer game. The game was built using a custom 2D engine built by my team.
- Assisted with graphics system, specifically with the sprite sheet and font system.
- Mainly responsible for the AI aspect of the game, and implemented A*(star) pathfinding for game characters to move around autonomously.
- Created the AI behaviour system that autonomously controls opponent characters to fight against the player while attempting to win the game.