MOHAMAD SYAHIR BIN MOHD ASRI

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CAREER OBJECTIVE

I am Bachelor of Computer Science (Graphics and Multimedia Technology) student currently seeking an internship position to gain hands-on experience in game development, 3D design and interactive technologies. Eager to apply academic knowledge, develop professional skills and contribute effectively to real-world projects. Internship start from 9th March 2026 to 21st August 2026 (24 week).

EDUCATION

Bachelor of Computer Science (Technology Graphic and Multimedia)　　　　　　　　**Oct 2022 - Aug 2026**
Universiti Malaysia Pahang Al-Sultan Abdullah
CGPA: 2.71

Matriculation College　　　　　　　　**Mar 2019 - June 2022**
Pulau Pinang Matriculation College
CGPA: 3.33

CO-CURRICULAR INVOLVMENTS

Undergraduate Police Volunteer Corps (SUKSIS)　　　　**Nov 2022- Oct 2025**
- Undergo three years of training covering topics like physical training, law and outdoor activities.

Committee of Kor-Suksis Pantai Timur Sport Event (SUKMO)　　　　**Dec 2024**
- Served as Multimedia Leader in event
- Served as coordinator for UMPSA's futsal team

PROJECTS INVOLVMENTS

Unity 3D Game: PC Building Simulator (Final Year Project)　　　　**Dec 2025**
- Develop a 3D game for assembling PC component using Unity 6 software.
- Implemented picking, snapping mechanics, quest, leaderboard scoring and Unity Cloud save features.

Travel Mobile Application　　　　**Dec 2025**
- Developed an travel mobile application using Android Studio and Figma for Ui/UX Design.
- Implemented google maps in application for user navigation.

Augmented Reality Application Project　　　　**Mar 2025**
- Developed an AR application using Unity and Vuforia.
- Designed user-friendly UI/UX, animations, sound effects, and interaction systems.
- Showcased practical application of AR technology for commercial use and client engagement.

Unity 2D Game: Cultural Adventure Game   **Mar 2023**

- Created a 2D action adventure game based on Iban culture with a main protagonist, ghosts, and a witch boss.
- Implemented scoring, combat, level transition, enemy behaviour and cultural storytelling.

VR: Farming Simulator   **Mar 2023**

- Developed a modular "Growth Engine" in C# that manages crop states, soil, and seasonal variables, utilizing efficient data structures to handle hundreds of active objects.
- Engineered a physics-based interaction system allowing players to manually plant, water, and harvest crops using motion controllers, improving player immersion

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SKILLS AND LANGUAGES

Technical Skills

- Office Tools: Microsoft Word, Microsoft Excel, Microsoft PowerPoint and Canva
- Programming Languages: C, PHP, Java, HTML, CSS, JavaScript and SQL
- Development Tools: GitHub, XAMPP, phpMyAdmin and Firebase
- Development Software: Unity, Android Studio, Autodesk Maya and Figma

Language

- Malay: Native
- English Proficient
- Arab: Basic

Soft Skills

- Quick leaner
- Time management
- Problem solving
- Teamwork & Collaboration
- Creativity & Adaptability

REFERENCES

TS. DR. DANAKORN NINCAREAN A/L EH PHON

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