

# Syazwani Md Zin

Game Developer, Software Engineer

[Portfolio](#)

Email: [syazwanimdzin@gmail.com](mailto:syazwanimdzin@gmail.com)

## Summary

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A software engineering graduate and a self-taught game developer. Proficient in C++, C#, Java and Python. Experienced with Unity, Unreal Engine. Goals-driven, creative, diligent, analytical, and skilled in communication and conflict resolution. Passionate about games, art and people. I am dedicated to lifelong learning.

## Competencies

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**Languages:** C++, C#, Python, Java, JavaScript, HTML

**Technologies:** Unity, Unreal Engine, GitHub, Netbeans, Arduino, Tableau, Trello, Enterprise Architect, Blender, Photoshop, Figma, Power BI.

**Skills:** Object oriented programming, requirements engineering, software engineering, QA, software testing, UI/UX design, web development, SQL & NoSQL, game design, team management, data analytics, 2D and 3D art.

## Education

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### Universiti Teknologi Malaysia 2023

Bachelor of Computer Science (Software Engineering) CGPA: 3.70

### Narrative Guided Virtual Art Gallery 2022-2023 [\[Link\]](#)

- Unity WebGL 2.0 application and 3D virtual art gallery, with branching dialogue via Yarn Spinner tool. Utilizes Google's Firebase using REST client API. Coded in C#, animated 2D sprites for the player and guide character in 3D space. Hybrid-methodology, employing SCRUM, with waterfall method of SDLC for initial documentation.

### Edu-Tourism System 2018

- A web-based system using HTML, PHP, and JavaScript with stakeholders, using SCRUM throughout the system development process.

## Experience

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### IT Security Advisory Intern - CIMB Bank Berhad 2019-2020

Assisted in the recovery process during internal system wide failure. Assisted in reviewing IT security measures of vendors.

## Personal Projects

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### Star-Crossed Fighters 2023 - Current

Personal project currently in production. Single-player space flight video game using Unreal Engine. Game design, narrative and script writing. Designed low-poly 3D models with Blender.

### Little Mold 2023

Platform: Desktop. A minimalist 2D hack-n-slash game made with SDL2 framework, coded in C++ with animated pixel art.

## Volunteer

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### Tuition Teacher - Pertubuhan Kebajikan Anak Yatim Islam Since 2021

A volunteer teaching position serving underperforming children. Organized a book donation campaign and manage to collect over 200 books to donate to the orphanage's library.

## References

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