

# Syazwani Md Zin

Software Engineer, Game Designer

[Portfolio](#)

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## Summary

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

## Education

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### Universiti Teknologi Malaysia 2023

Bachelor of Computer Science (Software Engineering) CGPA: 3.69

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

- WebGL 2.0 application and 3D virtual art gallery, with branching dialogue via Yarn Spinner tool. Utilizes Google's Firebase using REST client API and Unity. Animated 2D sprites for the player and guide character.
- 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.

### Artifact Archival System 2018

- Java based program that uses J2EE framework with GUI, and file manipulation to simulate an artifact repository system for museums.

## Experience

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### Star-Crossed Fighters 2023 - Current

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

### Volunteer -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.

### 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.

## Competencies

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

**Technologies:** Unity, Unreal Engine, GitHub, Netbeans, Arduino, Tableau, Trello, Enterprise Architect, Blender, 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, research, 2D and 3D animation.

## References

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DR. RUHAIDAH BINTI SAMSUDIN

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