



SYAFIQ BIN SHAMSUL AZMAN

BACHELOR OF COMPUTER SCIENCE HONS. GAME DEVELOPMENT

Address: Bandar Baru Bangi, 43650 Selangor, Malaysia

Mobile: +60192882554

Email: azman.syafiq01@gmail.com

LinkedIn: <https://www.linkedin.com/in/syafiq-shamsul-azman-0a2180273/>

Portfolio: <https://syafiqazmanportfolio.vercel.app/>

Github: <https://github.com/voidcoden>

ABOUT ME

Eagerly seeking for risk as I believe that risk could help me grow as a person and failure is the key in being a successful person. I am passionate to implement my programming knowledge and experience towards becoming a successful Full Stack Developer

EDUCATION

MULTIMEDIA UNIVERSITY

NOV 2019 - NOV 2020

Foundation In Information Technology

CPGA: 3.40

MULTIMEDIA UNIVERSITY

DEC 2020 - MAR 2024

Bachelor of Computer Science Hons. Specialize in
Game Development

CGPA: 3.56

WORKING EXPERIENCE

COLUS SDN BHD

JUL 2023 - OCT 2023

Full Stack Developer (Intern)

Colus Sdn Bhd, Business Suites, C-16-03, Block C, 2, Jalan 19/1,
Dataran 3 Dua, 43600, Petaling Jaya, Selangor Malaysia

- Work specifically on developing a game web application software for primary / kindergarten kids using Electron.
- Used agile/Scrum approach during the whole internship project development
- Developed one of the dynamic flip card game where the player is able to customised most of the content in the game. For example each card has its own unique picture and maybe the number of cards differs from each save file
- Frontend was developed using Electron, and tailwind css
- Developing and implementing backend database using IndexedDB to store the students data for the game's leaderboard for each game
- Collaboration across other 7 members excluding me where each team is assign to a pair to create 4 games in one web app

PROJECTS

AIP PROCEEDINGS PAPER VIRTUAL REALITY

JUL 2022 - JUL 2023

KAIJU GAME

- To study and conduct research on the immersion, sense of presence and the sense of scale
- To study the relationship between the player's immersion and the sense of scale and presence
- Develop and design VR Kaiju Game using Unity, C#

- Preliminary testing was conducted and result was analyse to be used as a mechanic in the game
- Submitted the FYP paper with my supervisor. Currently the AIP proceedings paper is still under review which will be evaluated around July 2024.

PERSONAL PORTFOLIO

MARCH 2024

- A personal portfolio of mine to challenge myself in adapting to become a Full stack developer
- Used React, Next.js and tailwind for the project as it is a static frontend page
- Deployed the website through vercel using personal github

GORECIPE (IN PROGRESS)

MAR 2024 - PRESENT

- Personal project of mine to challenge myself on using Angular and spring boot to create a fullstack program.
- Learning and researching to create own database ERD diagram
- Using Angular and bootstrap for the frontend
- Developing the backend part using Spring Boot Java
- Create a website for recipes where users can adjust the serving size based on their needs.
- Able to add new ingrediants and recipes

SKILLS

Programming Languages

- Frontend

Javascript, Typescript, HTML, CSS, Tailwind, Bootstrap, Next.js, Angular, React

- Backend

Node JS, Django (currently learning), IndexedDB, Express, Git, SpringBoot

- Others

Java, C#, Python, Figma,

Language

Language	Speaking	Writting
Malay	●●●●	●●●●●
English	●●●●	●●●●●

Personal Traits

Leadership, Teamwork, Organised

CERTIFICATIONS

- Meta Front-End Developer, Coursera (9 courses)
- Meta Back-End Developer, Coursera (In-Progress) (9 courses)
- IBM Full Stack Developer Professional Certificate, Coursera (In-Progress) (12 courses)

MARCH 2024

PRESENT

PRESENT

AWARDS

- Deans List Award during Undergraduate program Trimester 2 - 2021/2022
- Deans List Award during Undergraduate program Trimester 1 - 2023/2024

2021/2022

2023/2024

REFERENCE & CONTACT

Albert Quek

Lecturer/FYP Supervisor

Faculty Of Computing And Informatics
Multimedia University, Persiaran Multimedia

Phone: 03-83125298

Email: quek.albert@mmu.edu.my