

MUHAMMAD FARIS MIFZAL BIN AZMAN

STUDENT | BACHELOR OF INFORMATION TECHNOLOGY (GAME TECHNOLOGY) | UTEM

Bandar Baru Bangi, Selangor | farismifzal23@gmail.com | <https://b032210220.wixsite.com/farismifzalportfolio>

SUMMARY

Enthusiastic Game Technology student with strong skills in Unity Engine, Unreal Engine, C#, Blender, and Adobe After Effects. Passionate about game development and interactive media, with hands-on experience in academic projects. Quick to learn, highly adaptable, and eager to contribute creative and technical skills to a dynamic game studio or IT company through an internship opportunity.

TECHNICAL SKILLS

Unity Engine	Blender	C++
Unreal Engine	Audacity	C#
GDevelop	Adobe After Effects	Python

EXPERIENCES

Exam Invigilator Jan 2024

- Facilitated smooth transitions between exam sections by announcing time remaining updates periodically throughout each session.
- Supported students with special accommodations by providing additional resources or modified testing environments as needed.
- Ensured exam integrity by meticulously monitoring student behavior during test sessions

Beta tester - Empayar: The Melaka Chronicles

- Participated in structured playtesting sessions for Empayar, providing detailed feedback on bugs, mechanics and UI/UX.
- Identified gameplay balance issues and contributed insights on user experiences.
- Collaborated with the development team to support refinement of core mechanics pre-launch.

Competition for Development of Game (Tersesat di Planet Pluto)

- Co-design a game to teach kids how to learn Bahasa Malaysia.
- Applied Interactive storytelling, and various mechanics to enhance educational engagement.

Competition for Development of Game (Jawi Adventure with Rara and Riri)

- Co-design a game to teach kids how to learn Jawi.
- Applied Interactive storytelling, and various mechanics to enhance educational engagement.
- Contributed to asset creation (UI), game logic and educational content structure.

Workshop 2 (Lucy : Inner World)

- Co-design a game about an ai robot that want to discover humans emotions.
- Applied Interactive storytelling, and various mechanics to enhance gameplay engagement.
- Contributed as a main programmer using Unreal Engine, and asset creation.

Graduate Digital Invention Innovation & Development 2025 (Gold - Industrial Award)

- Researched the effectiveness and feasibility of a gesture-based input system for a racing game.
- Design and develop the racing game using Unity Engine, webcam hand tracking using python.
- Integrated the webcam hand tracking into Unity using UDP.

EDUCATION

SMK Bandar Baru Bangi

2015 - 2019

SPM

- 5A 1A- 1B 1C+ 1D

Kolej Matrikulasi Selangor

2020 - 2022

CGPA

- 3.29

Universiti Teknikal Malaysia Melaka (UTeM)

2022 - Present

CGPA

- 3.43

SOFT SKILLS

- **Quick Learner** – Adapts quickly to new tools, workflows, and technologies.
- **Adaptability** – Flexible in adjusting to changes in projects or requirements.
- **Work Ethic** – Self-motivated, proactive, and committed to continuous improvement.
- **Time Management** – Prioritizes tasks and meets deadlines even under pressure.
- **Problem Solving** – Finds solutions to technical and design challenges effectively.

ADDITIONAL INFORMATION

- **Languages:** English, Bahasa Malaysia.
- **Awards/Activities:** Pertandingan Pembangunan Aplikasi Multimedia 2025 Anjuran Dewan Bahasa Dan Pustaka (3rd Place), Pertandingan Mencipta Logo Anjuran Pusat Kesihatan UTeM (1st Place), Dewan Bahasa Dan Pustaka GameJam 2023 (5th Place)
- **Projects:** Lucy: Inner World, Motion Racer X, Jawi Adventure with Riri and Rara, Tersesat Di Planet Pluto.