



Shameer Ali Abdul Rahman

SOFTWARE ENGINEER | GAME
DEVELOPER

Details

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Social Links

Github :
github.com/MrShameer

Instagram :
instagram.com/mrshameer

Website :
shameer.lepak.xyz

Artstation :
artstation.com/mrhappy333

Skills

Unity
Unreal Engine
Blender 3D
Photoshop | Illustrator | After
Effect
Git
Spline 3D

Programming

C# & C++
Python
Java
PHP | Laravel
JavaScript | Node.js | Three.js
CSS | Bootstrap

Language

English | Malay | Tamil

Profile

I've been learning game development for a quite a while & i'm interested in pursuing this path. I have developed some games before as a hobby using Unity & Unreal Engine. I've been exploring 3D designing in Blender. I've have experience in web and mobile development both in front-end and back end.

Employment History

Technical Artist, PlayStation Studio Malaysia, Petaling Jaya

SEPTEMBER 2022 – MARCH 2023

Skilled in developing and maintaining art pipelines, tools, and workflows to streamline asset creation, reduce iteration time, and improve overall team efficiency

Freelance

2019 – PRESENT

Worked in various applications both Mobile and Web. Designed posters and made videos for few organizations and startups.

Tuition , Mersing

JANUARY 2018

Worked as a teacher at a small tuition class teaching SPM Student Math & Add Math

KFC (Food Service Worker), Mersing

MAY 2019 – JUNE 2019

Worked as a cook at KFC

Education

Bachelor of Software Engineering (Multimedia) with Honours, Universiti Kebangsaan Malaysia, Bangi

SEPTEMBER 2019 – PRESENT

- CGPA : 3.90 (First Class for 6/6 semester)

Kolej Matrikulasi Johor, Tangkak

MAY 2018 – APRIL 2019

- CGPA : 4.00
- MUET : Band 4

Sekolah Menengah Kebangsaan Sri Mersing, Mersing

JANUARY 2013 – NOVEMBER 2017

- Gred 6A+ 2A 1A- (Straight 9 A's)

Projects

Speck

FEBRUARY 2022 – MAY 2022

AI simulation software for seeing the spread of a virus/particles in a closed area

- Made using Unity.
- Programmed NavMesh AI to worked with the simulation.

Vehicle Rental Operation Malaysia Application (VROOM)

JANUARY 2021 – JUNE 2021

- UI Designer (Figma), Application Developer .
- Developed app using Android Studio.
- Implemented a Model View Controller Framework
- Wrote API and made a web using Laravel Framework.

- Manage a php database.

Alfred-AI

FEBRUARY 2022 – FEBRUARY 2022

A discord music bot that runs using a speech recognition function.

- Wrote using DiscordJS and NodeJS.
- Implemented a speech recognition function to respond to user commands.

Involvement

School @ UKM, Universiti Kebangsaan Malaysia

MARCH 2020

Mentor for Drone programming class using Scratch & Python

Guru Muda Program (Mentor), Universiti Kebangsaan Malaysia

DECEMBER 2020 – JUNE 2021

Mentor in teaching Java & guiding first year students in their studies

Summer Program (Backend Programming)

JULY 2021 – AUGUST 2021

Backend programming competition organized by local Indonesia University. Got First place by developing FlutterGames using Dart language.

MyHackathon 2020

SEPTEMBER 2020 – OCTOBER 2020

Hackthon competition organized my Cradle with collaboration with Kementerian Sains Teknologi dan Inovasi

References

DR. HAFIZ BIN MOHD SARIM from **Center for Artificial Intelligence Technology (CAIT), Fakulti Teknologi dan Sains Maklumat, Universiti Kebangsaan Malaysia**

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