



AHMAD AFIQ BIN ABDUL HARIS

GAME TECHNOLOGY STUDENT | UNITY DEVELOPER | SOFTWARE TESTER

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PROFESSIONAL PROFILE

Final-year Bachelor of Information Technology (Game Technology) With Honours student with hands-on experience in Unity development and software quality assurance. Developed solo and team-based games, training simulations and database-driven systems, and completed a three-month software-testing internship supporting the Immigration Department of Malaysia. Available for a 6-month industrial training placement from 28 September 2026 to 12 March 2027.

EDUCATION BACKGROUND

Bachelor of Information Technology (Game Technology) With Honours

Universiti Teknikal Malaysia Melaka (UTeM) | October 2023 - Present | CGPA: 3.10

Diploma in Computer Science

Universiti Islam Selangor | July 2020 - March 2023 | CGPA: 3.68

EXPERIENCE

Software Tester Intern

HeiTech Padu Berhad | Immigration Department of Malaysia Headquarters, Putrajaya | 3-month internship

- Executed functional system testing to identify bugs, errors and unexpected behavior.
- Created and maintained defect logs with clear issue descriptions and test evidence.
- Documented test scripts and test reports to support system validation and traceability.
- Participated in System Integration Testing (SIT) meetings and project follow-up.

SELECTED PROJECTS

Construction Safety Training Simulation

Bachelor Final Year Project | Solo Unity Developer | Unity 3D, C#

- Developed a first-person construction safety simulation for PPE selection, worker inspection, hazard identification and decision-making.
- Implemented randomized hazards, a dynamic risk meter, timed prioritization, limited resources, gameplay interactions, UI, audio and pause/settings systems.

Eco-Tech Simulator

- Contributed to an advanced electronics repair workshop simulation for TVET engineering training.

Sneak Out | Game Artist and Designer

- Produced visual assets and supported gameplay and level design for a team game project.

Restaurant Ordering System

- Developed a solo database-backed restaurant ordering system using PHP and MySQL.

Online Shopping Portal

Diploma Final Year Project

- Developed an online shopping portal as the Diploma final year project.

Additional Projects

- Shadow Escape and Rooftop Runner (solo Unity projects).

TECHNICAL SKILLS

Game Engines: Unity, Unreal Engine and Godot

Programming: C#, PHP, JavaScript, HTML, CSS and SQL

Game Development: Gameplay systems, first-person interaction, UI implementation and level design

Software Testing: Functional testing, defect logging, test scripts, test reports and SIT

Creative Tools: Blender, Adobe Photoshop and Adobe After Effects

Development Tools: Visual Studio, Git, GitHub and MySQL

LANGUAGES

Malay | English | Arabic