

## DANISH IRSYAD BIN MUHAMMAD RIDHA

### CONTACT

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Portfolio: [https://esyad.github.io/Irsyad\\_Portfolio/](https://esyad.github.io/Irsyad_Portfolio/)

### PERSONAL SUMMARY

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As a highly motivated Game Technology student (CGPA 3.83, Dean's List every semester) with a keen eye for technical detail, I am skilled in utilizing engines like Unity and Unreal to bring immersive ideas to life. Throughout my university studies, I have honed my expertise in system design, culminating in a Final Year Project focused on developing an advanced Mixed Reality (MR) simulation using passthrough technology. My practical experience in fast-paced game jams and collaborative development projects has put my problem-solving, version control, and teamwork abilities to the test. I am currently seeking an internship in the role of Game Developer, XR Programmer, or any position that would leverage my technical skills and passion for interactive technology.

### EDUCATION

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**Universiti Teknikal Malaysia Melaka (UTeM) (2023 - 2027)**

**Bachelor of Information Technology (Game Technology) With Honours**

CGPA:3.83 (Dean's List)

Among subjects taken:

- Game Engine Development
- Multiplatform Games
- Game Design Principles
- Interactive 3D Animation
- Artificial Intelligence for Games
- Web Game Development
- 3D Game Development
- Computer Game Programming
- 2D Games Development
- Game Architecture
- Gameplay
- Motion Graphics
- Game Project Management

- Human Computer Interaction

### **Matriculation (2022 - 2023)**

#### **Kolej Matrikulasi Selangor**

PNGS: 3.75

MUET: Band 4

### **High School (2017 - 2022)**

#### **SMK Putrajaya Presint 14 (1)**

#### **Sijil Pelajaran Malaysia (SPM) Science Stream**

Grade: 2A+ 2A 1A- 1B+ 2B 1C+

## **FINAL YEAR PROJECT**

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### **GearUp: An Interactive MR Game for Automotive Maintenance (Unity 6.3) (MR)**

#### **Final Year Project | 2026 - Present**

- Developed an interactive Mixed Reality tabletop simulator using Unity 6.3.
- Simulate hands-on automotive maintenance, specifically focusing on the step-by-step assembly of Myvi engine components.
- Aim of providing an immersive, educational experience that allows users to understand complex automotive mechanics in a spatial environment.
- Implementation of Meta Quest 3S passthrough technology to seamlessly blend virtual components with the real world.

## **ACTIVITIES & INVOLVEMENT**

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### **Facilitator - Next Gen Teen X change 2025**

- Mentored high school students in creative thinking, problem solving, and innovation for digital board games development under national MDEC initiative.

### **Facilitator - Hari Bersama Fakulti and D'FACTS Kickstart**

- Guided and mentored new intake degree students, facilitating their transition into university life through structured orientation activities and engagement sessions.

### **Secretary - Faculty Information and Communications Technology Student Society (FACTS)**

- Managed administrative operations, official documentation, and organizational coordination to support student engagement and faculty-level initiatives.

### **Game Jam - Play Next D'FTMK Technity**

- Involved in game jam to develop a 3d game and secured 1st place in the competition.

### **Showcase Exhibitor - Hari TVET Negara 2026**

- Presented Virtual Reality (VR) projects developed by seniors, alongside my own Mixed Reality (MR) game at a national exhibition.

## SKILLS

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**Game Engine** - Unity (Advanced), Unreal Engine (Intermediate)

**Programming Language** - C#, C++, JavaScript

**Visual Design** - Adobe Photoshop (Beginner), Adobe After Effects (Intermediate)

**3D Modeling** - Blender (Intermediate)

**Version Control & Collaboration** - GitHub, Diversion, Trello

**Language** - Bahasa Melayu (Native), English (Advanced)

## REFERENCE

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