

MUHAMMAD IRFAN RUSYDI BIN RAZALEIGH

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EDUCATION

Universiti Teknikal Malaysia Melaka

Bachelor of Information Technology (Game Technology)

Cumulative GPA: 3.67/4.0; Dean's List Oct 2022 – Aug 2025

Relevant Coursework: Artificial Intelligence for Games, Game Engine Development, Computer Game Programming, Human Computer Interaction, Multi-platform Game, Web Game Development, Game Physics, Motion Graphics, Information Technology Security, Interactive 3D Animation, Computer Organisation and Architecture, Database

Ayer Keroh, Melaka

Expected Mar 2026

Universiti Teknologi Mara

Foundation in Engineering

Cumulative GPA: 3.67/4.0

Dengkil, Selangor

Jul 2021 – Aug 2022

WORK EXPERIENCE

Faculty of Information and Communication Technology, Universiti Teknikal Malaysia Melaka

Technical Assistant (Rakan Teknikal FTMK)

- Maintained 10+ faculty lab computers across multiple rooms, ensuring 95% operational uptime by tracking and reporting issues promptly.
- Facilitated event setup for 3+ faculty programs, coordinating with 20+ stakeholders to ensure smooth execution.

Ayer Keroh, Melaka

May 2025 – Dec 2025

PROJECTS

Dynamic AI-Driven NPCs with Real-Time Adaptive Conversations | UE5

AI-driven NPCs with real-time text-to-speech and lip-sync using Unreal Engine 5, Python, and C++.

- Integrated local LLM (Ollama) with NVIDIA Riva TTS for NPC dialogue and audio playback.
- Automated facial animation via Audio2Face for real-time lip-sync and expression.
- Managed multi-language programming pipeline combining C++, Python, and UE5 Blueprints.

Nov – Dec 2024

Cyber Ninja

3D Isometric Action Platformer developed by a 4-member team to stop the evil AI-Corp.

- Built in Unreal Engine 5, using Blender & Mixamo for assets.
- Implemented AI Behavior Tree and Blend Tree systems to control 3 unique enemy types and 8+ animation states.
- Monitored team workflow using a Google Sheets task tracker and Gantt chart, ensuring 100% milestone completion within the 1-month development window.

Nov – Dec 2024

BubGirls

3D Isometric adventure mobile game for Global Game Jam 2025 submission..

- Created core gameplay mechanics and programmed animations in Blueprint in Unreal Engine 5.
- Monitored team workflow, coordinating 4 members to ensure all tasks met 48-hour deadlines.

Jan 2025

Legasi – A Gamification of Malay-Cultured Pencak Silat and Empu's Blacksmithing

An indie 3rd person Action game.

- Designed a gamified combat experience based on authentic Pencak Silat technique.
- Developed interactive inventory and crafting systems in Unity, enabling players to forge 1 fully functional keris.

Mac – Jun 2022

Perlin Noise Visualization with Audio Controls

Web-based audio virtualizer submitted for GitHub Copilot Challenge: Transitions and Transformations.

- Built a real-time Perlin noise visualizer using shader in Three.js, fully synchronized to audio playback.
- Implemented 10+ adjustable visual parameters via dat.gui, including color palettes, bloom intensity, and noise speed.

Jan 2025

ACTIVITIES

Interactive Media Club, FTMK

Ayer Keroh, Melaka

President of Club

Jun 2025 – Jun 2025

- Led and co-led 7+ events, including Industrial Visit to Larian Studios, Visual Effect Workshop, IMC Let's Meet Up, Industrial Visit to Warnakala Studios, and Game Development Workshop.
- Administered event planning and budgeting, coordinating 11 cross-courses team members with 95% on-schedule execution.

Faculty of Information and Communication Technology Student Society

Ayer Keroh, Melaka

Committee Member

Jun 2024 – Jun 2025

- Facilitated in organizing 5+ major faculty events, including D'FTMK Tech Day 2024 and Majlis Apresiasi 2024, attended by 100+ participants each.
- Coordinated event logistics, managed VR demonstration setups, and prepared 10+ lab PCs for workshops
- Served as an usher and technical assistant for large-scale programs, including the Axiata event with 100+ attendees.

ADDITIONAL

Technical Skills: C++, C#, Python, Unreal Engine 5, Unity, Blender, Visual Studio, CSS, HTML5, JavaScript, Three.js, OpenGL, Raylib, phpMyAdmin, MySQL, Github, Photoshop, After Effects, Software Development Life Cycle (SDLC)

Languages: Fluent in Malay and English

Certifications & Training: Introduction to Linear Algebra with MATLAB, MATLAB Onramp

Awards:

- Gold Award - Graduate Digital Invention, Innovation and Development 2025 (GD2ID 2025)
- Industry Award - Graduate Digital Invention, Innovation and Development 2025 (GD2ID 2025)
- Best Presenter - Graduate Digital Invention, Innovation and Development 2025 (GD2ID 2025)
- Most Promising Young Presenter- Insan Junior Researcher International Conference (iJURECON 2020)
- Silver Award - International Putra Innocreative Carnival In Teaching And Learning 2020 (PICTL2020)
- Bronze Award - Creations de UiTM International Mega Innovation Carnival 2022