

Muhammad Irfan Rusydi Razaleigh

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Summary

I'm Muhd Irfan Rusydi, a student at the Bachelor of Information Technology (Game Technology) in Universiti Teknikal Malaysia Melaka. I'm pursuing to become a successful indie game developer who will be able to inspire others with their dreams. As to attain it, I'm developing my skills as a self-taught indie game dev throughout my high school years.

Humbly, I'm able to accomplish fairly notable awards such as Silver Medal in PicTL2020, 3rd place in NSInC 2020 Educational Online Games Inventor, Silver Awards in Malaysia Computing Challenge 2018, and nomination The Most Promising Young Presenter for the paper entitled A Case Study of In Identifying the Perception in Crypton Heroes in iJURECON 2020.

In my foundation year, my latest accomplishment is the Bronze Awards in Creations de UiTM 2022 - International Mega Innovation Carnival, for innovation entitled Legasi - A Gamification of Malay-cultured Pencak Silat and Empu's Blacksmithing. It's also my recent project I've been working on. Currently, I'm learning Unity as the main game engine, Blender for Animation and Character Creation, and AutoCAD for structures.

I'm also occupying myself in journalism like writing short stories and becoming a finalist in the National Nanotechnology Essay Writing Competition (PENT) 2021 organized by National Center for Nanotechnology. Therefore, polishing my skills in scriptwriting. Furthermore, winning in various competitions also contributed to my self-achievement and confidence.

Experience



Researcher

Universiti Sains Islam Malaysia

Jan 2019 - Nov 2020 (1 year 11 months)

Involved in (3) research projects,

- A Case Study Of In Identifying The Perception In Crypton Heroes | Author
- A Review On Demographic Distribution Of Online Games Players | Associate Author
- The Heliografic Treasure Hunt Board And Clues To Learn History And Cryptography: An Expert Review | Associate Author

Publication under the Insan Junior Researcher International Conference 2020 (iJURECON 2020) E-Proceeding



Teacher Assistant

Universiti Sains Islam Malaysia

Nov 2018 - Nov 2018 (1 month)

Actively mentoring a group of 8 years old kids in teaching them the basic programming language of Python for (1) week, based on the module prepared beforehand.

Education



Universiti Teknikal Malaysia Melaka

Bachelor of Information Technology (Game Technology), Game and Interactive Media Design

Oct 2022 - Present

- Exco Multimedia of IMC, Universiti Teknikal Malaysia Melaka:
 - Elected to contribute to editing videos, and posters, for corporate purposes and events in FTMK.
 - Handling the photography and social media posts on IMC's Official Instagram.
- Exco Multimedia of UROC, Universiti Teknikal Malaysia Melaka:
 - Elected to contribute to editing posters and multimedia for corporate purposes and events in UROC.
 - Handling the report for UROC events, usually held in Sports Complex UTeM.



Universiti Teknologi MARA

Foundation degree, Engineering

Jul 2021 - Aug 2022



Universiti Sains Islam Malaysia

Kolej GENIUS Insan, Malaysian Certificate of Education (SPM), Applied Science

Jan 2016 - Nov 2020

Licenses & Certifications



Bronze Award - The Duke of Edinburgh's International Award Foundation



Silver Medal - International Putra InnoCreative Poster Competition - Universiti Putra Malaysia



VEX Robotic Competition Malaysia - VEX Robotics



Malaysian Computational Challenge 2018 - Malaysia Digital Economy Corporation (MDEC)



Introduction to Linear Algebra with MATLAB - MathWorks



MATLAB Onramp - MathWorks

Skills

Wiki Development • C++ • Unity • Tiktok Effect House • GDevelop • DaVinci Resolve • Research
• C (Programming Language) • Python (Programming Language) • Leadership

Honors & Awards

Most Promising Young Presenter - Insan Junior Researcher International Conference (iJURECON 2020) - Kolej GENIUS Insan

Nov 2020

For the paper entitled: A Case Study Of In Identifying The Perception In Crypton Heroes. The publication under the Insan Junior Researcher International Conference 2020 (iJURECON 2020) E- Proceeding

Silver Award - Malaysian Computational Challenge 2018 - The Malaysian Informatics And Programming Society (MIPS)

Oct 2018

Recipients of the Silver Award (Junior Category) for Malaysian Computational Challenge 2018. In the participation of the Malaysian Computing Olympiad Organization and endorsed by the Ministry of Education Malaysia.

Silver Award - Kangaroo Math Competition 2020 - Kangaroo Math Malaysia

Aug 2020

One of the renowned math competitions on par with Mathematical Olympiad Malaysia.

Silver Award - International Putra Innocreative Carnival In Teaching And Learning 2020 (PICTL2020) - Universiti Putra Malaysia

Oct 2020

In association with International Putra InnoCreative Poster Competition 2020, for the poster entitled, Crypton Heroes: Learn Cryptography using RPG. The team consists of 7 people, including Siti Munirah Mohd, Muhammad Irfan Rusydi Razaleigh, Shafinah Kamarudin, Muhammad Minhalkazim Mohd Sarusniza, Wan Muhammad Iskandar Firdaus Wan Ahmad, Nurhidaya Mohamad Jan, Hatika Kaco.

Bronze Award - Creations de UiTM International Mega Innovation Carnival 2022 - Universiti Teknologi MARA

Apr 2022

For innovation entitled, LEGASI - A Gamification of Malay-Cultured Penchak Silat And Empu's Blacksmithing. The innovation is a prototype of third-person video game developed using Unity 3D, aimed to foster the spirit of culture among youngsters.

Bronze Medal - Educational Online Games Inventor (EduGIn) - Politeknik Ungku Omar Ipoh

Sep 2020

In association with National STEM Innovation Carnival 2020 (NSInC), a debut for Crypton Heroes in competition. The EduGIn (Educational Online Games Inventor) competition is a group competition to develop one (1) digital prototype of an online game based on teaching and learning (PdP). EduGIn competition has become a platform to encourage more online games to be developed for the online learning process, which can be used by students, parents, and teachers in schools in Malaysia and contribute to society.