

RISWAN BIN HAMUA

Game Developer • Gameplay Programmer

riswanhamua10@gmail.com • +60 10-567 0027 • Sabah, Malaysia

PROFESSIONAL SUMMARY

Final-year Game Development student at Universiti Teknikal Malaysia Melaka (UTeM), focused on game development, interactive simulation, and emerging AI workflows. A problem-solver developer who enjoys turning ideas into playable systems, with experience in Unity, Unreal Engine, gameplay programming, multiplayer development, and cross-platform simulation projects. Comfortable contributing as both a planner and programmer, with growing interests in Agentic AI, AR/VR, education technology, technical art, and software development. Open to internship opportunities and entry-level roles where I can build meaningful interactive experiences and continue learning with real development teams.

TECHNICAL SKILLS

Game Engines	Unity • Unreal Engine (C++) • Godot
Languages	C# • C++ • GDScript • Python • JavaScript • HTML5 / CSS
Game AI	Behavior Trees • Decision Trees • Patrol & Detection AI • Flocking / Boids
3D & Art	Blender • After Effects • Photoshop
Web & Tools	Three.js • HTML5 Canvas • Raylib (C++) • Processing
Dev Tools	Git / GitHub • VS Code • Unity Editor • Godot Editor • Blender

PROJECTS

AgriLeap | Unity • C# • AR Tilt Five 2026 – Present

Smart Farming Simulation Game | In Development

- Prototyping idle / offline simulation loops and AI-driven crop prediction mechanics in Unity

Researching AgTech integration (IoT sensor data, fertigation, geo-mapping) to create educational and believable

Sneak Out | Unity • C# • Online Multiplayer 2025

Online Multiplayer Stealth Game | Escape Studio | Silver Award — FTMK Workshop 2

- Co-developed a real-time online multiplayer stealth game, awarded Silver at FTMK Workshop 2 (Escape Studio, 2025)
- Implemented a Flocking / Boids crowd-AI system and stamina mechanics driven by real-time sound detection
- Designed asymmetric player roles with custom Unity input handling and networked state synchronisation gameplay

SiteSafe | Three.js • HTML5 Canvas • JavaScript 2024

3D Web-Based Construction Safety Training Simulation

- Built a browser-based 3D training simulation in Three.js featuring interactive hazard identification scenarios
- Implemented real-time scoring and feedback systems to reinforce construction safety learning outcomes

EDUCATION

Bachelor of Computer Science (Hons.) in Game Development 2023 – 2026 (Expected)

Universiti Teknikal Malaysia Melaka (UTeM) - Faculty of Information and Communication Technology (FTMK)

CGPA: 3.80 | Supervisor: Puan Farah Naquiah

ACHIEVEMENTS & ACTIVITIES

- Silver Award** — FTMK Workshop 2, Sneak Out Online multiplayer stealth game (Escape Studio, 2025)
- Silver Award** — ITEX 2026, Implementation of generative AI in Development of a Player-centric Adaptive System of Holographic Fame
- Lead Programmer** — AetherTable AR Board Game, MYVERSE academic AR competition entry
- Facilitator** — Program like Digital Ninja, Next Gen under MDEC, mentoring on using Unity and Gdevelop to highschool students and introduce AR Tilt Five Games.