

Syed Muhammad Syed Najib

Unity Developer | XR & Game Technology Student

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Summary

- Unity Developer specializing in XR, multiplayer, and interactive systems development.
- Experienced in developing VR, AR, educational, and healthcare applications using Unity and Spatial SDK.
- Skilled in C#, Unity, XR integration, and real-time interactive systems design.

Experience

Data Analyst Intern, Mar 2022 - Sep 2022

Pusat Sumber Teknologi Pembelajaran , UTeM, Melaka

- Assisted in analyzing and visualizing student enrollment data for part-time and external learning programs.
- Developed reports and visualizations to support enrollment monitoring and decision-making.

Research Assistant Student, Apr 2025 - Feb 2026

Pusat Pengurusan Penyelidikan dan Inovasi, UTeM, Melaka

- Contributed to a metaverse-based research project for teaching programming fundamentals.
- Developed an interactive educational game using Unity, C#, Spatial SDK and Visual Scripting.
- Designed gameplay mechanics that demonstrate programming logic and problem-solving concepts.

Education

Diploma in Computer Science and Mathematics, Oct 2019 - Sep 2022

Universiti Teknologi MARA, Pahang

Bachelor of Information Technology (Game Technology), Oct 2023 - Mar 2027

Universiti Teknikal Malaysia, Melaka

Skills

- **Game Engine & XR** - Unity, Godot , Unreal, Spatial SDK, XR Integration
- **Programming Language** - C#, C++, SQL, JavaScript
- **Networking & Systems** - Photon Networking, FishNet Networking
- **Graphics & Libraries** - OpenGL, Raylib, Three.js
- **Tools & Technologies** - Git, Steamworks.NET

Projects

Metaverse Programming Learning Platform (Spatial SDK, Unity)

- Developed logic gate puzzles teaching programming concepts.
- Implemented interactive educational mechanics and multiplayer experiences.

Eclipsa (Unity XR Toolkit, Photon)

- Created multiplayer VR construction mechanics.
- Implemented network synchronization and XR interactions

Belajar Jawi (Unity 2D)

- Developed an educational game for children to learn Jawi through interactive gameplay..
- Awarded 2nd Place in the Build an Interactive Media Application Competition (UTeM & DBP).

Freelance Unity/XR Developer

- Developed multiple VR, AR, and 2D interactive applications for healthcare, rehabilitation, and safety training using Unity.
- Delivered immersive solutions including medical simulations, rehabilitation systems, and educational training experiences.

Beneath the Piles (Unity 2D)

- Developed and published a 2D top-down shooter game on itch.io.
- Implemented player combat, enemy AI, and wave-based gameplay systems.

Awards & Achievements

- Second Place, Build an Interactive Media Application Competition - Collaboration between UTeM and Dewan Bahasa dan Pustaka (DBP). Developed an interactive educational Jawi learning game for children.
- First Place, DFTMKathon Faculty Game Jam - Developed and completed a game prototype within 48 hours as part of a competitive faculty game development event.
- Dean's List Award – 2 Semester
Achieved academic excellence recognition for outstanding academic performance in the Bachelor of Information Technology (Game Technology) program at Universiti Teknikal Malaysia Melaka (UTeM).

References

Ms. Shafina Binti Abd Karim Ishigaki
Lecturer , UTeM
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Ms. Nor Farah Naquiah Binti Mohamad Daud
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