MUHAMMAD HAIQAL BIN SIDEK

Game Design | Unity | C# | 3D Modelling | Level Design

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PROFESSIONAL SUMMARY

Game Design diploma student seeking an internship in game design and development. Experienced in building 2D and 3D games in Unity with C#, including a client project for a Malaysian e-sports organisation. Known for punctuality, time management, and persistence in completing tasks, with an adaptable approach to changing priorities.

EDUCATION

Diploma in Game Design **2024 – Present**

Kolej Poly-Tech Mara (KPTM) Ipoh, Perak, Malaysia

- Coursework covering Game Designer, Game Developer, Level Designer, Game Tester, Storywriter, and Scriptwriter roles
- Dean's List Academic Achievement Award

PROJECTS

3D Game for Persatuan Wanita E-port Malaysia (PWEM) **Client Project**

- Responsible for building a 3D game for PWEM as the client

2D Game Development Project **College Assignment**

- Developed a 2D game independently as a solo developer

3D Game Development Project **College Assignment**

- Developed a 3D game independently as a solo developer

SKILLS

- Game Engines and Programming: Unity, C#, Visual Studio .NET
- Art and Environments: 3D Modelling, 3D Environment Creation
- Design: Game Design, Level Design, UI/UX Design
- Professional: Creative Problem-Solving, Time Management, Adaptability

CERTIFICATIONS

International Certificate of Participation, Global Youth Diplomacy Model United Nations **July 2026**

LANGUAGES

- Malay: Intermediate
- English: Intermediate