

Munir Hussin

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Independent, talented game designer and artist with solid background in design, programming and creativity

Online Portfolio: <http://www.moonaire.com/portfolio.php>

Summary of Qualifications

- Over 14 years of programming experience
- Expert knowledge on design equipments, tools, and standards
- Familiar with game development process and culture
- Responsible and flexible developer and able to create quality software under tight deadlines and budget constraints

Experiences and Achievements

1994

- Wrote his first maze-game in QBasic

1995 – 1997

- Created a simple platform game using ASCII art in QuickBasic 4.5
- Wrote various simple games in QBasic

1997 – 2000

- Designed NUS Host Country Organizing Committee 2001 website
<http://www.nus.edu.sg/hcoc2001/>
- Designed a café website for a part-time student from Informatics
- Designed an orphanage website for a non-profit charity organization
- Became an active participant in Abuse (a 2D platform game by Crack dot Com) community
 - Wrote various mods (in LISP) for the game which got popular in the community
- Created various games such as Mikemen, Escape, Shooting Gallery, Mines, using The Games Factory, Click-N-Create, as well as Visual Basic 5.0/6.0

2001 – 2004

- Two-month internship at Raco Technology
 - Designed their company website with basic search capabilities using ASP
- Designed a flash-based website for HNL Reno, an interior design firm
- Created a GPS Map application using C# for the PocketPC

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Skills

Programming/Scripting/Markups:
Java, C/C++, C#, LISP, QuickBasic, Visual Basic, ASM, Perl, PHP, JSP, ASP, ASP.NET, Javascript, ActionScript, (X)HTML, CSS

Content/Asset Creation Tools:
Photoshop, Illustrator, Flash, Freehand, Fireworks, SWiSH, Maya, ACID Pro

Technology/Engines/Tools:
OpenGL, DirectX, XNA, OpenXDK, Ogre, Game Maker, Multimedia Fusion

Other Gaming Related:
Design, Storyboarding, Drawing Concept Art for Characters/Environments/Objects, Creating and Animating Sprites

Education

Singapore Polytechnic (2001-2004)
Diploma in Information Communications Technology

Distinctions in:

- Visual Programming
- Computer Programming
- Internet Programming
- Internet Application Development
- Wireless Applications Development
- Communication Skills for Work
- Info-Communication System Implementation (FYP)

Good Credits (A) in:

- Multimedia Development
- Workstation Operations
- Digital Systems
- Info-Communication Project
- Network Server Management
- Industrial Training Programme
- Higher Mathematics

NUS (2006/2007-2009/2010)
Communications and Media (School of Computing)

On-going. Currently taking/intending to take:

- Game Design 1
- Design of Interactive Media
- Interactive Media Development Project
- Game Development
- Game Development Project

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Experiences and Achievements

2001 – 2004

- Wrote web services in both PHP and ASP.NET for the CISCO VoIP phones
- Created various games such as QuadFlux, PongFlux, WireFlux, Shooting Gallery 2, using Multimedia Fusion
- Had made some weapons mods for the game Quake 3 Arena
- Took Wireless Application Development module
 - Created a simple RPG/the Sims-like game using J2ME
 - Got a distinction for the module
- Developed a Subscriber Management System for FYP
 - A website, which can interface to a softswitch, allows subscribers of telcos to customize their IP phone settings online
 - Website done in PHP/MySQL, softswitch miniCallAgent in Java
 - Was one of the highlighted projects in the SP Innovex Exhibition
 - Received a distinction for the project

2006 – Present

- Took Game Design 1 in the fall of 2007
 - Created a board game with a team of diverse backgrounds
 - Created a casual game using Game Maker

Note: Some projects are available for download from my online portfolio at <http://www.moonaire.com/portfolio.php> while the rest may be available upon request.

References

Loh Yew Chiong

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