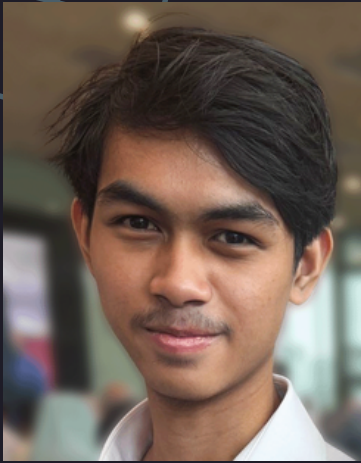




Naufal Bin Hakim

Game Developer

I am a student from Republic Polytechnic's Diploma for Games & Gamification, and a solo game developer with experience designing RPG Maker & Unity games. I am looking for work as a developer for your projects, and my previous experiences making games can help benefit your company.

Contact Info

 +65 9365 3805

 naufalgamedev@gmail.com

 [LinkedIn Profile](#)

Education



Republic Polytechnic

2024 - 2027

Hard Skills



Game Programming

C# (Unity) & JavaScript



3D Modelling & Rigging

Blender



Design

Traditional Art, Photoshop, Canva,
Clipchamp, Premiere Pro

Soft Skills

Creative Thinking

Resilience

Curiosity

Experiences



Amber Evening - Solo Developer

2024 - 2026 (Ongoing)

RPG Maker Project. Designed and developed the entire game solo, supported by AI-assisted research and planning tools to streamline production while retaining full creative decision-making.



Command & Control - Intern Developer

2026 (6 Months)

Unity Project. 2D Hospital Management Serious Game from National University of Singapore's The Logistics Institute Asia Pacific. QA Testing for bugs and errors for 2 weeks. Developer for remainder of period. Hosted Game Session with NUS Students.



Resident Evil (RE Engine) Modding

2025 - 2026 (Ongoing)

Replaced and rigged more than 100 different models and outfits with physics from the Resident Evil series with models of several talents from Hololive. Mods are public and has earned hundreds of unique downloads

For More Information



This QR Code redirects to my Portfolio
Or you could click the link here
<https://naufalhakim.journoportfolio.com>