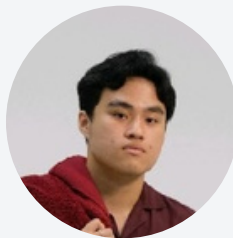


HOWARD WILYMAN

Game Development & Software Development
Intern Candidate



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<https://github.com/wilymanhoward>

OBJECTIVE

Final-year Digital Media Technology student with hands-on experience shipping multiplayer games and full-stack apps solo and in teams, seeking a Game Development internship to apply Unity, C#, and VR/MR/AR skills in a professional studio. Also open to Software Development internships (mobile/web), backed by full-stack experience across Flutter, Firebase, React Native, React.js, and Node.js

EDUCATION

Bachelor of Engineering in Digital Media Technology (Honours)

September 2023 – Present (Year 4)

Xiamen University Malaysia | CGPA: 3.44/4.00 | 100% Tuition Scholarship, Year 1

Available for internship: 29th March 2027 – 18th June 2027 (12 weeks) or 29th March 2027 – 09th July 2027 (15 weeks)

SKILLS

Game Development: Unity 2022, Unity 6, Unreal Engine 5, C#, C++, C, VR/AR/MR Development (XR Interaction Toolkit, AR Foundation, Meta Quest 3), Photon PUN, Git, Maya, Photoshop, Illustrator, Adobe Audition.

Software / App Development: Flutter, React Native, React.js, Node.js, Firebase (Auth, Firestore, Realtime DB), Python, XML

Other Tools: Tableau, Photography & Videography

PROJECTS

We Were Mummies – Best Game Award

Jun 2026

2-Player Online Co-op Game | Unity, C#, Photon PUN | Team of 3 – Gameplay & Network Programmer

- Designed the asymmetric "Blind & Deaf" curse mechanic — mummy bandages obscure part of the UI and muffled audio distorts sound, forcing the two players to communicate and rely on each other to escape.
- Built the full multiplayer backbone: main menu with Photon PUN, room creation/joining, real-time 2-player sync, and in-game voice chat.
- Implemented core player systems: movement (walk/run/jump), a torch hold-and-throw interaction system, and the aim reticle.
- Result: 4.0 grade; awarded a "Best Game" certificate by the course instructor, recognized as the top project across two class cohorts; shipped with a gameplay trailer (see portfolio).

AquaStrike

Jul 2026

1v1 Online Multiplayer Game | Unity, C#, Photon PUN | Solo Developer

- Solo-designed and built a 1v1 online multiplayer combat game where two players battle with water guns and balloons in a vibrant water-park arena.
- Independently built every system end-to-end: physics-based projectile combat, real-time multiplayer sync, UI, and game loop.

CODU

Jul 2026

Android Learning App | Flutter, Firebase | Fullstack Developer

- Built a Duolingo-inspired Android app for learning Python, C++, JavaScript, and Java through gamified lessons.
- Owned the full stack solo: designed the Flutter frontend and built the Firebase backend (data, auth, real-time logic).
- Developed a real-time PvP "duel" feature letting users compete head-to-head solving coding challenges live.

Mixed Reality Virtual Museum

Jul 2026 – Present

Development Assistant, Master's Research Project | Unity, XR Interaction Toolkit, AR Foundation | Solo Developer

- Independently built 18 interactive 3D artifact exhibits for a Master's-level MR research project recreating a museum experience accessible from anywhere.
- Implemented grab-and-inspect interactions using XR Interaction Toolkit and AR Foundation; deployed and tested on Meta Quest 3.
- The experience is being evaluated in a user study with 20-30 participants

LEADERSHIP & ACTIVITIES

- Head of Photography & Videography (PGVG), AI Club, Xiamen University Malaysia (2 years) — led a media team covering club events and activities.
- Photography & Videography (PGVG), Indonesian Society Club, XMUM — progressed from Member (Year 1) to Head (Year 2).
- Committee Member, Photography & Videography, School of Computing & Data Science, XMUM.

EXPERIENCE

Student Helper, Admin Office

Xiamen University Malaysia

- Rotated across front-office roles (main counter, checkout counter, data entry), handling student/staff inquiries and maintaining accurate records.

REFERENCE

Dr. Ahmad Affandi

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