Muhammad Harriss Daniel Bin Muhamad Norarsuartshah

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ABOUT ME

Diploma in Game Design student at KPTM Ipoh with a CGPA of 3.93, seeking a **Graphic Design / Multimedia Internship** starting 23 November 2026. I create poster, logo and social media designs using Canva, Photoshop and Illustrator, and edit short videos in CapCut. I placed **3rd** in the best video challenge at FINAS's Program Usahawan Digital Kreatif 2026, and I am also a certified facilitator at my college. I am eager to learn from a real creative team and deliver clean, consistent visuals.

KEY COMPETENCIES

Poster Design | Logo Design | Social Media Design | UI Design | Video Editing | Visual Storytelling
Canva | Adobe Photoshop | Adobe Illustrator | Figma | CapCut | Unity | Blender
Teamwork | Communication | Facilitation | Event Management

PROJECT EXPERIENCE

Kandar Craze 2D, Game Design Project (Solo Creator) **2026**

- A 2D nasi kandar restaurant game in Unity 6 where the player reopens his grandfather's closed shop, serves customers by building plates that match their orders, and earns money to unlock new dishes and shop upgrades.
- Features a "banjir" gravy-pouring timing mini-game, a VIP customer, an 11-step tutorial, achievements and a story cutscene, all in Bahasa Melayu.
- Handled the concept, interface design and development on my own. Designed the HUD, order bubbles, menus, tutorial and shop screens in one consistent pixel-art style.
- Produced the game logo, poster and a 12-second trailer. Art assets made from Pixelorama and edited in Photoroom, then selected and arranged by me.

Product Advertisement Video: Spider-Man Mask (Solo Creator) **2026**

- Produced a product advertisement video for FINAS's Program Usahawan Digital Kreatif, handling the concept, filming and editing in CapCut.
- Placed 3rd in the best video challenge and won a billboard as the prize.

Short Film: "Slot Yang Dicuri" (Team Leader, team of 5) **2026**

- Led a team of 5 to produce a 7-minute short film on corruption for the Integriti dan Anti-Rasuah (KIAR) course.
- Served as director, cinematographer, editor (CapCut) and lead actor. Lecturer praised the audio and video quality.

AWARDS

3rd Place, Best Video, Program Usahawan Digital Kreatif **September 2026**
Organised by FINAS

High-Impact Contributor Award (merit in student activities) **July 2025**
Kolej Poly-Tech MARA Ipoh

2nd Place, Program Pengurusan Organisasi (PPO), Perak State Level **2025**
Organised by JABATAN DAN SUKAN BELIA NEGERI PERAK (KBS)

Anugerah Senat **July 2025**
Kolej Poly-Tech MARA Ipoh

Dean's List Award **July 2025, November 2024**
Kolej Poly-Tech MARA Ipoh

SOFTWARE PROFICIENCY

Canva: Advanced | Unity: Advanced | Photoshop: Intermediate | Illustrator: Intermediate | CapCut: Intermediate
Figma: Basic | Blender: Basic

EDUCATION & LANGUAGES

Diploma in Game Design, Kolej Poly-Tech MARA Ipoh (KPTM Ipoh)
Expected graduation: December 2027 | CGPA: 3.93

Certifications: Program Usahawan Digital Kreatif, FINAS (Sept 2026); Certified Facilitator, Training of Trainers (ToT), KPTM Ipoh (2025)

Languages: Malay (Native) | English (Intermediate, comfortable in conversation and workplace communication)