

MUHAMMAD ADIL ARIFF CHE NASRUN

Senior Game Developer

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Alor Setar, Kedah, Malaysia

PROFESSIONAL SUMMARY

Senior Game Developer with 6+ years of experience in Unreal Engine 4/5, specializing in Gameplay Ability System (GAS), multiplayer architecture, and cross-platform development. Proven track record of shipping commercial titles including Eternal League (Epic Games Store) and implementing sophisticated gameplay systems across PC, mobile, and VR platforms.

WORK EXPERIENCE

Senior Game Developer

Dec 2024 - Mar 2025

MON Co. - [Eternal League](#)

- Developed major gameplay features for Eternal League, a sci-fi roguelike action RPG on Epic Games Store and Steam
- Implemented character abilities, buff/debuff mechanics, and combat systems using Gameplay Ability System (GAS)
- Architected companion abilities with custom visual effects and glyph system for skill randomization
- Migrated local storage to backend; integrated Steam achievements/leaderboards

Unreal Engine 5 Game Developer

Feb 2024 - Aug 2024

FEHUX SDN. BHD.

- Implemented server-side multiplayer using Epic Online Services (EOS) for scalable online gameplay
- Developed gameplay features using GAS for Bomb Defuse mode in modified Lyra project
- Created UI systems based on concept art ensuring consistent design language across the game

Senior Unreal Engine Developer

Oct 2023 - Feb 2024

Tokyo Adcreate Sdn Bhd

- Led server-side implementation and database management for cross-platform projects
- Pioneered Zuul metaverse project using Unreal Engine 5, C++, and Blueprint
- Developed immersive VR applications for Japanese clients focusing on interactive experiences

Senior Game Programmer

June 2018 - Oct 2023

Todak Studios Sdn Bhd - [Mastra](#)

- Developed 5+ projects using Unreal Engine 4/5 with AWS GameLift server infrastructure
- Built Todak GTA 5 Server using FiveM framework with Lua scripting and MySQL backend
- Developed Mastra game using Unity3D and C# on earlier phase with custom gameplay systems and database

TECHNICAL SKILLS

- Unreal Engine 4/5
- Blueprint Scripting
- Multiplayer Architecture
- Cross-Platform Dev
- Epic Online Services
- C++ Programming
- Gameplay Ability System
- AWS GameLift
- Steam Integration
- Database

EDUCATION

Bachelor of Information Technology (Game Technology)

Universiti Teknikal Malaysia Melaka

2014 - 2018

LANGUAGES

- English** - Fluent
- Malay** - Native

PORTFOLIO

Shipped Commercial

Title:

- [Eternal League](#)
- [Mastra](#)

GitHub Projects:

Github

- [ChronoShooter](#) (C++)
- [Mastra](#) (C++)
- [Zuul](#) (C++)
- [Fortress](#) (C++)