

# CURRICULUM VITAE

ROZANNA ZAIDIN

## BACHELOR OF MULTIMEDIA (HONOURS) SOFTWARE ENGINEERING AND GAMES DESIGN

### WEBDESIGNER GAMEDESIGNER GRAPHICDESIGNER WEBDESIGNER GAMEDESIGNER GRAPHICDESIGNER

An IT graduate with a burning passion for art and design as well as technical skills. Able to work individually and in groups. Reliable, hardworking and definitely trustworthy. Great at learning new skills.

As of Winter 2008, I have accumulated a total of 187.5 Swedish högskolapoäng (187.5 ECTS) plus 127 Malaysian university credits.

### COMPUTER SKILLS COMPUTER SKILLS

Adobe Dreamweaver  
Adobe Director and Lingo  
Adobe Fireworks  
Adobe InDesign  
Adobe Photoshop  
Adobe After Effects  
Solidworks CAD  
XHTML and CSS  
PHP and MySQL

Pixologic ZBrush  
Maya  
3D Studio Max  
Microsoft Visual Studio .NET C# and ASP

### EDUCATION EDUCATION

Spring 2009	<b>Högskolan på Gotland Sweden</b> Introduction to Level Design 3D Modelling with 3D Studio Max
Winter 2008	<b>Högskolan på Gotland Sweden</b> Special Effects with Adobe After Effects 3D with ZBrush <b>Mittuniversitetet Östersund Sweden</b> Leadership and Entrepreneurship <b>Högskolan Dalarna Sweden</b> English Writing Proficiency
Summer 2008	<b>Högskolan på Gotland Sweden</b> Concept Art

Spring 2008	<b>Högskolan Kristianstad Sweden</b> Finite Element Method (FEM with CAD) Database with C# ASP.NET with C# <b>Umeå Universitet Sweden</b> Webdesign Dynamic Websites (PHP and MySQL) Svenska som främmande språk steg 4/4
Winter 2007	<b>Högskolan Kristianstad Sweden</b> CAD COSMOWORKS and COSMOMOTION CAD Drawing Techniques Console Application with C# Windows Application with C# <b>Umeå Universitet Sweden</b> Webdesign Usability and Accessibility (XHTML and CSS) Svenska som främmande språk steg 3/4
Summer 2007	<b>Högskolan på Gotland Sweden</b> Introduction to Games Design Introduction to Computer Games
Spring 2007	<b>Umeå Universitet Sweden</b> Webdesign Basics
Winter 2006	<b>SFI Umeå Sweden</b> Svenska för Invandrare / Swedish for Foreigners
2000 - 2005	<b>Multimedia University Malaysia</b> Bachelor of Multimedia (Hons.) Software Engineering and Games Design

1999	<b>Convent Bukit Nanas Upper Secondary School Malaysia</b> Sijil Pelajaran Malaysia (equivalent to UK's O-Level)
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## EXPERIENCES

Winter 2005	Freelance Brochure Designer for a Travel Company
Winter 2004	2D Game Designer, Programmer and Artist for a University Project
Summer 2004	Special Pedagogic Software Programmer and Developer for a Special Needed Student, Umeå

## PERSONAL INFORMATION

Date of Birth	1982
Gender	Female
Language	Malay (Mother-tounge), English (Highly Proficient), Swedish (Conversation Level)

Hobbies and Interest	Computer and videogames, comics, literature, culture, art, martial arts, dolls, designs (graphic, interior, fashion designs etc.), animations
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## REFEREES

Mr. Lennart Carlsson	CAD Instructor, Högskolan Kristianstad Sweden lennart.carlsson@hkr.se
Ms. Gun Lystedt	Swedish Language Lecturer, Umeå Universitet Sweden Gun.Lystedt@folkuniversitetet.se
Mr. Hilmy Abdul Rahim	Lecturer, Tutor and Game Design Course Coordinator Multimedia University Malaysia hilmy.abdulrahim@mmu.edu.my
Mrs. Wong Lai Kuan	Lecturer, Faculty of Information Technology, Multimedia University lkwong@mmu.edu.my

## SUBJECTS STUDIED

**(B.Mm Software Engineering and Games Design)**

Year	Subject	Description
2000 - 2001	IT Mathematics I and II	Introduction to IT Mathematics
	Introduction to Probability Theory	Introduction to university level probability and statistics
	Introductory Physics I and II	
	Introductory Physics Lab	
	Introduction to Computing Statistics	
	Basic Electronics	
	Computer Applications	Microsoft Word and Excel
	English I, II and III	
	Human Development and Religious Studies	
2001 - 2002	Technical Communications	Conversation and communication skills
	Database Systems	SQL, E-R Modeling. Database and file systems
	Digital Systems	Digital technology elements (logics, counters, resistors, circuits)
	Discrete Structures	Set theory, logic functions, induction and recursion
	Creative Strategy	Creativity and thinking methods
	Computer Modeling	Introduction to 3DsMAX
	Games Foundation	Introduction to Games

2002 - 2003	Games Application i and II	Game Design and Development (Individual and Group Projects)
	Data Communication and Telecommunication System	Communication architecture and protocols, LAN
	Computer Programming I and II	C and C++ MS Visual Studio
	Mathematical Techniques I	Series and Sequences, Vector and Matrices, Differentiation and Integration
	Malaysian Studies	Malaysian Histories
	Japanese Level I	Elective subject
	Software Engineering	Software design and development techniques
	Games Programming I	Adobe Director and Lingo
2003 - 2004	Object-Oriented Programming	OOP Concept and JAVA
	Probability and Statistics	Discrete and Continuous variables
	Operating Systems	Aspects of OS (Process, Algorithm and Memory Management)
	Computer Graphics	Introduction to OpenGL
	Multimedia Programming	Introduction to Multimedia Systems and environments. Web-based media and programming
	Introduction to Cyberpreneurship	Entrepreneurship and business studies

	Media Law	Introduction to media laws and issues (based on Malaysian Law)
	Rendering and Animation	More OpenGL and computer graphics application
	Digital Audio and Speech Programming	Foundation of Audio and Speech Programming (using MatLab)
	Games Programming II	Introduction to console game programming (using Playstation NetYaroze)
2004 - 2005	Industrial Training	Practical Skills
	Games Programming III	Introduction to DirectX
	Internet Computing	HTML, CSS, PHP and MySQL
	Multimedia Marketing	Commercializing and marketing techniques
	Computer Networks	LAN, WAN, SONET, ISDN, Theories and Technologies of the Network
	Data Structures and Algorithms	ADT, Data type and Structures
	Ethics and Professional Conduct	
	Mathematical Techniques II	ODE, Laplace, Fourier Transforms, Interpolation and Approximation, Polynomial and Numerical Solutions

	Virtual Reality	Overview on VR Systems, Techniques and Applications
	Project	Design, Develop, Report and Present a Project