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Education

University of Southampton

MEng Electrical and Electronics Engineering, First Class Honours

2021–2025

Technical Skills

Game Engines: Unity, Unreal Engine, Godot 4

Programming: C#, C++, GDScript, Python, Java, JavaScript, MATLAB, Shader Programming

Game Dev: Full-stack development, VR/AR applications, Motion tracking, Scene optimization

Web/Deployment: Next.js for web games, Cloudflare deployment, Itch.io distribution

DevOps: Git, GitLab, Docker, DevContainers, VSCode, Claude Code, CI/CD, automated testing

AI Tools: ComfyUI for asset generation, Ollama integration, modern AI workflows

Game Development Experience

Unity & Real-time Audio

VR Audio-Visual Scene Reproduction App

Oct 2024–Jan 2025

- Developed and published complete VR application on Itch.io platform
- Implemented real-time spatial audio with Steam Audio for immersive experiences
- Created cross-platform VR support (Meta Quest, Windows Mixed Reality)
- Available at: <https://chronohaxx.itch.io/avvr>

Godot 4

DIY Stereo Camera System with VR Viewer

Sep 2023–Apr 2024

- Developed VR 6 DOF environment for customizable 3D content browsing
- Created low-cost, functional SBS capable camera system with game integration
- Integrated hardware (Raspberry Pi 5) with game engine for real-time processing
- Stereo Processing Pipeline Demo: <https://youtu.be/Ach3xw2EPmc>

University of Southampton

VR Scene Development

Research Assistant

June–Aug 2024

- Implemented VR scene rendering in Unity with spatial audio
- Created custom audio recording system for immersive gaming experiences
- Refined ML pipeline for enhanced 360° scene reconstruction

Personal Project

SlimeVR Full Body Tracking Integration

May–Sep 2023

- Integrated 7 IMU sensors for VR full-body tracking in games
- Developed embedded programming for real-time motion capture
- 3D modeled and printed custom cases for game hardware

Development Environment & Workflow

Modern Tools: VSCode with game development extensions, DevContainers for team consistency

AI-Assisted: Claude Code for rapid prototyping and code optimization

Additional Projects

FPV Drone: Built racing drone focusing on low-latency video for gaming applications

Smart Home: Developed gamified home automation system using HomeAssistantOS

Media Server: Set up Plex and Immich for streaming 3D content to VR gaming headsets

Additional Information

Work Rights: Full UK work rights (Graduate visa valid until 2027)

Availability: Immediate

Relocation: Happy to relocate to Liverpool (partner working there)