

TS. NORZAFUL ANUWAR

BIN AHMAD NAJAMUDDIN
3D Generalist / Lecturer / Project Manager /
Trainer

PhD Candidate

CONTACT

Phone

012 - 8877484

Email

norzaful.anuwar@gmail.com

Address

No 27, Jalan Keranji 4, Taman Salak
Perdana, Bandar Baru Salak Tinggi, 49000
Sepang

EDUCATION

2021

Master in Visual Communication & New Media

Universiti Teknologi MARA

2004

Diploma in Multimedia Design & Animation

College Cosmopoint

2001

Certificate in Graphic Design

Entrepreneur Development Institute

EXPERTISE

3D Generalist • AR/VR • Visual Design
Storyboards • Game Design • UI/UX

CERTIFICATION

Professional Technologist

2024

HRDCorp Certified Trainer

2023

Master's in Visual Communication

2021

Mdec Short in Go Academy

2007

TVET CERTIFICATION

3D Operasi Sokongan Pengeluaran — Level
3

Penghasilan Aset Permainan 3D — Level 3

Advance 3D Game Environment Production
— Level 4

Pengurusan Penghasilan Persekitaran
Permainan 3D — Level 5

Induksi PP-PPD-PPB • Induksi PPL

LANGUAGE

Bahasa Malaysia • English

WORK EXPERIENCE

Specialist S1

2024 - Present

Multimedia University | Cyberjaya

Lecturing and contributing to international conference proceedings in the field of specialization. Recognised for self-expertise through industrial consultation and invitation to international meetings and conferences as a resource person, alongside satisfactory administrative duties.

Senior Lecturer

2022 - 2024

UCSI University | Cheras

Provided high-quality, relevant learning opportunities enabling students to maximise their educational, vocational, and personal development potential.

AR/VR Artist

2020 - 2022

Serba Dinamik @ Level 8 | Shah Alam

Created environment and character assets to help visualise virtual and augmented reality, enhancing the physical world through computer-generated media. Achievements:

- Completed De Virtual Park digital movie content (20-minute animation)
- Completed virtual exhibition in-house content
- Completed augmented reality opening ceremony event
- Completed Abu Dhabi Project virtual concept building

Lecturer

2018 - 2020

Limkokwing University | Cyberjaya

Improved animation subject material to be on par with industry and updated it with new software and techniques. As Year Leader for Faculty Multimedia Creative, guided and consulted animation students to ensure their skill set met industry standards. Achievements:

- Revamped the animation department structure for Faculty Multimedia Creative
- Authored Written Instruction Manual (WIM) for learning guidance
- Year Leader for animation students, Faculty Multimedia Creative, LUCT
- Mentored a LUCT student team to Finalist, Game Most Attractive 2018, Level UP Bangsar South

Teaching Staff / TP

2016 - 2018

KRU Academy | Cyberjaya

Delivered high-quality learning opportunities supporting students' educational, vocational, and personal development. Achievements:

- Built up student "Jabatan Pembangunan Kemahiran" portfolio, Stage 03
- Authored Written Instruction Manual (WIM) for Levels 03 and 04
- AJK Stage and Logistics for ANUGERAH KREATIF KRU ACADEMY

Animation Supervisor / Project Manager

2015 - 2016

Eco Picture Korea (Kuala Lumpur Branch) | Petaling Jaya

Set up the animation pipeline and work structure between Korean and Malaysian supervisors. Guided junior animators and provided technical support. Involved (pitching level) in "Masked Man", "Robocar Poli" and "Running Man" (3D animation series).

Senior Animator

2012 - 2015

Giggle Garage | Cyberjaya

Delivered animation projects:

- In-house project – Origanimals (local IP), Seasons 1 & 2
- In-house project – Cham and Leon (development stage)
- Outsource project – Boing the Playrangers (Korea), Seasons 1 & 2
- Outsource project – Kazoos (Australia), Season 1

3D Animator

2010 - 2012

Addeen Multimedia | Cyberjaya

Modelled characters from concept art, including texturing of costumes and accessories. Sculpted and modified models to create generic characters, rigged using TSM tools or manual joints, and animated

ONLINE PORTFOLIO

www.norzafulanuwar.com
linkedin.com/in/norzaful-anuwar
artstation.com/arelonz
instagram.com/arelonzartz
tiktok.com/@arelonz3d

characters.

3D Animator

2007 - 2010

ZebraFX Sdn. Bhd. | Cyberjaya

Modelled and rigged characters from concept art, with texturing, sculpting, and animation responsibilities.

2D Animator

2005 - 2007

Litespeed Education Technology | Cyberjaya

Prepared layout and animation for creative CD courseware under M.O.E. projects (Physique subject); managed video content for production and post-production.

Online Editor – Broadcasting

2004 - 2005

MiTV Broadcasting | Klang Valley

Developed content and editorial strategies for websites — sourcing, editing, and posting articles and overseeing video and web-show production.

2D Animator

2004

Kries Education Consortium | Kelana Jaya

Prepared layout and animation for creative CD courseware (M.O.E. Physique subject) and managed video content across production and post-production.

JURY / PANEL EXPERIENCE

2026

Judge / Question Setter – WorldSkills Malaysia (WSMB / WSMP / JSM)

Field: 3D Digital Game Art — Final Stage, 15–19 June 2026

Evaluation Panel – Digital Storytelling Animation (DSTA) 2026

National-level project evaluation, KPM — 12–14 August 2026, Hub Digital dan Inovasi BSTP

Judge – POLYCCSkills 2026 (Polytechnic & Community College Skills)

Field: 3D Animation / 3D Digital Game Art — 3–6 August 2026

Evaluator – Collaborative Teaching Course, NMC551 / NMC611

UITM — sessions Jan, Feb & July 2026

Judge – INTELLECT'ART Comic Challenge 2026

Unit Kediaman Luar Kampus, Universiti Pendidikan Sultan Idris — 9 February 2026

2025

Judge / Question Setter – WorldSkills Malaysia (WSMB / WSMP / JSM)

Field: 3D Digital Game Art

Evaluator – Collaborative Teaching Course NMC551

UITM — session October 2024 – January 2025

Expert Panel – Research Instrument Validation

Faculty of Technical & Vocational Education, Universiti Tun Hussein Onn Malaysia

Content validity panel for the study "Tahap Kompetensi Tenaga Pengajar Terhadap Penguasaan Modeling 3D, Pemetaan UVs dan Tekstur 3D di Institusi TVET Semenanjung Malaysia."

Research Participant – "Instrumental Case Study of Lat's Cartoon"

Cultural identity in the context of Malaysia Madani

Expert Panel – Bengkel AniMaster TP 2025

SMK (P) Taman Petaling — short film digital content selection, zone level

COMMITTEE & PROFESSIONAL SERVICE

FCM Faculty Welfare Committee	2026 / 2027
<i>Faculty of Creative Multimedia, Multimedia University — 1 Mar 2026 to 28 Feb 2027</i>	
E-Bee Video Competition Committee	2026 / 2027
<i>Faculty of Creative Multimedia, Multimedia University — 1 Mar 2026 to 28 Feb 2027</i>	
iNVENT-X 2026 – 4th Creative Showcase Committee	2026
<i>Multimedia University</i>	

TRAINING, FACILITATION & WORKSHOP

Facilitator – AI for the Broadcast Industry (R507)	2026
<i>MMU / CENERGY (Unitele Multimedia) for TMONE — 28–29 April 2026</i>	
Digital Sculpting Fundamentals with Blender: From Form to Character	2026
<i>Faculty of Communication & Media Studies, UITM — MC249 Animation Studio</i>	
Graphic Design Workshop (Adobe Photoshop)	2025
<i>HUKM, Human Resource Department</i>	

AWARDS & STUDENT MENTORSHIP

As supervisor / mentor, guided student teams to the following 2026 awards:

- InventX 2026 (TAP:AI) — Gold Medal
- InventX 2026 — Silver Medal
- MIIEX Melaka 2026 — Silver Medal
- Virtual Innovation Competition (VIC) 2026 — Silver Medal

PUBLICATIONS & PRESENTATIONS

- ICCM 2026 — Paper Presentation, 5–7 May 2026
- InventX 2026 (TAP:AI) — Publication
- 7th LIMC 2026 — Paper, 20 July 2026

REFERENCES

Ts. Dr. Mohamad Razeef Shah Mohmad Rafi

Senior Lecturer / Programme Administrator
Email: razeef.mohd@uitm.edu.my

Mohamed Razeef Abd Razak

Head, Faculty of Art and Design, Universiti
Teknologi MARA
Email: razeef080@uitm.edu.my