

SOFTWARE ENGINEER

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Final-year Computer Science (Software Engineering) student with hands-on project experience.

Familiar with the fundamentals of multiple programming languages and frameworks, and always improving by building real systems.

Currently seeking an internship to grow my skills in a practical, team-based environment.

PROJECT - EXPERIENCE

ELECTRONICS REPAIR SERVICES SYSTEM (FYP)

Flutter, Firebase, Dart

Mobile app for repair management with real-time updates, chat, and notifications.

SMART WASTE REPORTING SYSTEM

Python, Django, SQLite

Web platform for public waste reports, with automated admin notifications.

TALABIA CHESS GAME

Java, OOP, MVC

Custom chess game using Java Swing, focused on clean OOP and design patterns.

ALGORITHM & SORTING BENCHMARK

C++

Compared Heap Sort and Merge Sort performance using large datasets and time benchmarking.

FYP MANAGEMENT SYSTEM

PHP, MySQL, HTML, CSS, JS

Web system for tracking final year projects, document uploads, and supervisor-student coordination.

SKILLS .

- Java, Python, C++, Dart (Fundamentals + Project Experience)
- Flutter, Firebase, Django, PHP, SQL
- OOP, MVC, Data Structures, Algorithm Analysis
- Problem Solving, Teamwork

- Testing and debugging techniques
- Database and SQL
- · Adaptability and continuous learning

EDUCATION

BACHELOR OF COMPUTER SCIENCE (HONS.) - SOFTWARE ENGINEERING

Multimedia University, Malaysia | 2022 - 2025

LANGUAGES

Arabic (Native)

English (Professional)