

## INTRODUCTION

The ICT industry are growing rapidly. Therefore, the industry demanding a fresh graduate that reliable and flexible. As a student we need to realise these thing to make sure the industry needs are fulfilled. So, there are several qualities discussed in recent Webner that we need to fulfil and understand in term of the skills needed, job scope, technology used and the difference between work and study.

## JOB SCOPE

**QA TESTING ANALYST**

- create a documentation in order to help tracking the testing progress and provides reference
- Testing the products, if there are any bugs/issues, the QA will create a bug reports to make sure the development team know more about the problems as they will fix the problems

**UI/UX DESIGNER**

- Understand what the client want in their product
- Sketch a product and start making a prototype
- Testing the product first to make sure whether the design made has no flaws before hand-offs to developers.

**WEB DEVELOPER**

- Develop and upgrade the web applications
- Troubleshoot and fix the problems that involve in backend

**ANDROID DEVELOPER**

- Keep updating the new features to the system
- Enhance the quality of application by improves the project codes
- Publish the application and write the documentation of the project

## TECHNOLOGY/TOOLS USED

- Native iOS and Android Development: Utilizing Swift and code link.
- Web Development: PHP for web and API, Laravel framework for front-end.
- Front-end Development: VJS, TypeScript, CSS.
- Database Management: SQL with some radius for caching.
- Cloud Hosting: Digital Ocean, Ubuntu Linux, Nginx web service.
- Smart Contract Programming: Solidity for Ethereum and Binance Smart Train.
- Blockchain Interface: Exploring Web3js for web interface with blockchain technologies.
- Methodology: Agile with Scrum for project management.
- Code Deployment and Testing: CID Processes for deployment and automated testing.

## EXECUTIVE SUMMARY

In a nutshell, this talk includes all the information regarding the job scope, skills required, tools that are used for a fresh graduate of Computer Science major. However, the most important thing highlighted by all the speakers is critical thinking skills, be more creative and how we deal with the problems efficiently.



## ADVICES

Here's some friendly advice for developers of all kinds: First, master the basics of design principles to build a strong foundation. Create your own portfolio using tools like Figma, Freepik, or Dribbble to showcase your work. Connect with fellow developers to expand your network and knowledge. Start with small projects and gradually grow. Most importantly, be persistent in your journey. These simple tips will guide you towards success in your development career

## REFLECTION

- From the career talk, one of the speakers suggestion is in order to expand our skills and knowledge we need to find someone that have some experienced in ICT industry and we can learn from them.
- Then its also important for us to try to developing software and keep or publish it into our Github account, it will be one of our resume when we want to apply for work afterwards
- The other speakers also suggest us to choose wisely who we are surrounded with because it will affecting the way we act and think
- Lastly, curiosity is good because it will lead us to explore more about technologies since nowadays technologies is evolving everyday so its good for us to keep explore things

# INDUSTRY TALK 1 OVERVIEW OF ICT JOBS IN CLARITY TECHWORKS SDN BHD



## SKILLS NEEDED

01

### COMMUNICATION

Good communication fosters an environment where team members can openly discuss issues and brainstorm solutions.



02

### CONTINUOUS LEARNING

Continuous learning is special important for designers and software developers as new technology is always made

03

### CREATIVITY

Crucial skill that enables employees to generate original ideas, solutions, and approaches

## WORK vs STUDY

Discover the differences between work and study! Work is practical, with time limits and personal responsibility. Study is more theoretical, giving you longer project timelines and mentor support. At work, you learn on your own, while in study, someone guides you. Work holds you accountable, but in study, you have less responsibility. Embrace these variations and learn from both for personal and professional growth



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