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## MUHAMMAD AIMAN FIKRI BIN ZULKARNAIN

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### Professional Summary

A Computer Science (Network & Security) student with a strong technical background in Mechatronics Engineering. Specialized in bridging the gap between hardware and software, with hands-on experience in IoT security systems and industrial machine assembly. Proven ability to troubleshoot complex systems and develop logic-driven solutions in C++, Python, and SQL.

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### Technical Skills & Strengths

**Programming:** C++ (OOP & Game Design), Python, JavaScript, SQL.

**Networking & Security:** IoT Security, Microcontroller Synchronization, Network Topology basics.

**Engineering Tools:** AutoCAD (3D Design), Arduino IDE, PLC Programming.

**Soft Skills:** Technical Troubleshooting, Collaborative Problem Solving, Group Deliverable Coordination.

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### Professional Experience

**Celestica Electronics (M) SDN BHD | Former Technician** \* Collaborated on the high-precision assembly and wiring of industrial-grade machinery.

- Diagnosed and resolved hardware/software environment issues within fast-paced production cycles.
  - Ensured 100% adherence to technical specifications and safety protocols.
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### Educational Background

**Universiti Teknologi Malaysia (UTM) | 2024 – Present Bachelor of Computer Science (Network & Security)** \* **Focus:** Network protocols, cybersecurity fundamentals, and advanced programming logic.

**Politeknik Ibrahim Sultan (PIS) | 2021 – 2024 Diploma in Mechatronics Engineering** \* **CGPA:** 3.34

- **Core Competencies:** Industrial Automation, Microcontroller Programming, Electrical Systems.

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## Key Projects

### Synchronize Safety Locks with Arduino (Final Year Project - PIS) \*

Developed an IoT-enabled security system using Arduino to synchronize hardware locks remotely.

- Designed a dual-access authentication workflow: Cloud-based IoT unlocking and emergency physical override.
- Won approval for innovation in combining physical security with network synchronization.

### Custom Flappy Bird Clone (C++ / Graphics) \*

Built a 2D game engine from scratch using C++, focusing on collision detection algorithms and sprite rendering.

- Optimized game logic for smooth performance and scoring accuracy.

### AI-Powered Movie Booking System \*

Designed a web-based platform with intelligent suggestion logic to enhance user booking efficiency.

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## Extracurricular & Certifications

- **AutoCAD Seminar Attendee:** Certified training in advanced 3D modeling and industrial design.
- **Academic Leadership:** Recognized for excellence in compiling and coordinating group project deliverables at UTM.