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## MUHAMMAD AIMAN FIKRI BIN ZULKARNAIN

1, Jalan Seri Orkid 40, Taman Seri Orkid,  
81300 Johor Bahru, Malaysia

+6018-248 4194  
[rirkif98@gmail.com](mailto:rirkif98@gmail.com)  
[fkkry.github.io/portfolio](https://fkkry.github.io/portfolio)

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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

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### **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

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- **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.