



MUHAMMAD HASIF BIN MOHAMAD ANIZAM

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CAREER OBJECTIVE

A motivated Computer Science student with a strong foundation in software engineering and a high willingness to learn across various areas of computing. Seeking an internship opportunity to gain hands-on experience in diverse fields such as software development, networking, system support, graphic design, or related IT domains, while continuously enhancing technical, analytical, and professional skills in a real world environment.

EDUCATION

- **Bachelor in Computer Science (Software Engineering) with Honors**
Universiti Malaysia Pahang Al-Sultan Abdullah (UMPASA), Pekan, Pahang
October 2022 - Expected October 2026
Overall CGPA: 3.26
- **Matriculation science programmes**
Johor Matriculation College, Tangkak, Johor.
October 2020-April 2022
Overall CGPA: 3.50

PROJECT

Final Year Project (SmartVolunteer)

10 March 2025 - 3 January 2026

- Designed and developed a full-stack web based system, management on volunteering programme activity events that will be organized by future NGO Operation in Malaysia.
- Implemented the system using **Laravel MVC architecture** with PHP, MySQL, HTML5 and Blade templates.
- Developed features including event management, role-based access control, volunteer participation workflows, and automated email notifications.
- Focused on scalable backend logic, responsive UI design, and real-world deployment readiness.

Group Project (Natural Disaster Reminder Mobile Application)

10 November 2024 - 20 January 2025

- Developed a **mobile application using Android Studio** based on the **MVC architecture**.
- Integrated **Cloud Firestore** for **real-time data storage and synchronization**.
- Collaborated in a team environment to design and test core application functionalities.

Group Project (PreacherMonitoring System: DaieTrack)

15 November 2025 - 25 January 2026

- Developed a **Flutter-based mobile application** using **MVC architecture** for scalable and maintainable code structure.
- Utilized **Cloud Firestore** to handle real-time preacher activity data.
- Gained hands-on experience in **mobile UI development and cloud backend integration**.

SKILLS

Technical skills

- Applied **MVC architecture** in web and mobile application development projects to ensure structured and maintainable code.
- Implemented **role based access control**, user authentication, and workflow logic in real-world systems.
- Designed and managed **database-driven applications** using MySQL and Cloud Firestore.
- Gained hands-on experience in **cloud deployment**, system testing, and production readiness.
- Developed **responsive and user-friendly interfaces** for web and mobile platforms.
- **Design & Documentation Tools:** Figma, Canva.

Teamwork skills

Committee Gift Member, Faculty of Computing Dean Award (DECSTAR), 12 December 2025

- Coordinated Gift award for the planned events to ensure smooth operation of the event.

Committee Member, Faculty of Computing Sport Week (SUKOM), 7-14 April 2024

- Streamlined coordination between operation team and participant to execute events efficiently and on schedule.

Programming Languages & Technologies

- **Languages:** C, PHP, JavaScript, HTML5, CSS, Dart.
 - **Framework & Tools:** Laravel, RESTful API, Flutter, Android Studio
 - **Databases:** MYSQL, Firebase
 - **Web & UI Technologies:** Blade Templates, Tailwind CSS
 - **Development & Deployment Tools:** Visual Studio Code, Git, Github, Railway
 - **Communication system:** SMTP, Gmail API, Brevo
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HONORS AND ACTIVITIES

- Dean's list (Semester 2)
 - Cisco CCNA: Introduction to Networks (ITN) Digital Badge Recipient.
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REFEREES

Ts. Dr. Rozlina Binti Mohamed

Academic Advisor Faculty of Computing

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