

MOHAMAD HAZIQ

BIN AHMAD YUSRI

DEVELOPER & EDUCATOR



ABOUT ME



NO111, TTJS 3/7
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I'm an innovative software engineer with 3 years of experience managing all aspects of the development process while educating students are my second expertise. I don't claim to be an expert of any kind, my goal is simply to educate as many people as I can, with some knowledge that I have, in the field of Robotics, Internet of things (IoT), and Augmented Reality (AR).



SOFTWARE SKILLS

PROGRAMMING : C++



PROGRAMMING : PYTHON



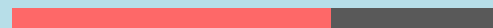
PROGRAMMING : HTML + CSS + JS



3D DESIGN (CATIA/TINKERCAD)



AUGMENTED REALITY (AR)



LANGUAGES



MALAY



ENGLISH



JAPAN



ARABIC



EDUCATION

2015-2019

Universiti Teknologi MARA (UiTM) Shah Alam
Bachelor (Honour) of Mechanical Engineering
CGPA : 3.65

2014-2015

Universiti Teknologi MARA (UiTM) Puncak Alam
Foundation in Engineering
CGPA : 3.42
MUET : Band 3

2009-2013

SMK Seri Pagi Senawang
Science Account
SPM : 8A 1B
Qualification : LCCI Certificate (Lvl 2)



EXPERIENCE

Sport Engineering & Artificial Intelligence (SEA-IC) UiTM

Feb'19 – Current

- **OTHM Qualification (Vivatel Hotel Kuala Lumpur) 23-29ogos2020**
 - Assisting professional lecturer in delivering Industry Revolutions IR4.0 by preparing experiments.
 - Provide professional programming tutoring to the participants for 2 days.
- **Research Assistance**
 - Developing an Augmented Reality (AR) platform in marine sector
 - Developing front-end website monitoring for school's dashboard
- **Arduino Class (Hardware and Software)**
 - Provide Arduino consulting to the students and teachers of SMKA JERAM
 - Provide basic and advance Arduino training to the high school, bachelor and foundation students.
- **TVET IOT 4.0 (23/2/2020) – UiTM smart class room**
 - Provide professional Industrial Revolutions (IR 4.0) tutoring to the senior lecturers
- **Science, Technology, Engineering & Mathematics (STEM) 2020**
 - Assisting and Coordinating STEM activities for the STEM's competition at UiTM Pulau Pinang.
 - Provide IoT training and tutorials to the STEM's participants.



PROJECTS

