**Aiman Hans Bin Husin PORTFOLIO:** <https://heeuul.github.io/Portfolio>

[ahanskoh@gmail.com](http://hanskoh@protonmail.com) (+60)12-3701543

**RELATED PROJECTS**

**WebLib:** Full stack web app to store books. The features are basic CRUD functions of adding, reading, updating, and searching for books in the database. Frontend is written in JavaScript, while backend in Java & SQL.

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| Techs: ReactJS, MaterialUI, Spring Boot, Spring Data JPA, MySQL, Docker | [[Source Code]](https://github.com/Heeuul/WebLib) |

**Location Comparison:** Mobile map app to compare travel times from a starting point to multiple destinations. Features include searching locations in Google Map with autocomplete, and compare travel time durations.

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| Techs: Redux Toolkit, Google Places Autocomplete, Maps, Directions, & BottomSheet. | [[Source Code]](https://github.com/Heeuul/LastMinute) |

**Food Delivery:** Mimic of the Deliveroo mobile app. Features include of viewing & browsing contents from backend, screen transitions, mock ordering system, and display restaurants’ location on Google Maps.

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| Techs:Sanity.io, Redux Toolkit, Animatable, Progress, Maps, & Heroicons. | [[Source Code]](https://github.com/Heeuul/deliveroo-clone) |

**Online Dating Match:** Mimic of the Tinder mobile app. Features include profile creation & authentication, profile card swipings, matching algorithm, and private messaging.

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| Techs: AuthSession, Firebase Authentication, Firestore, Deck-Swiper, & EAS. | [[Source Code]](https://github.com/Heeuul/tinder-clone) |

**Instant Messaging:** Mimic of the Signal mobile app. Features include profile creation & authenthication, group chats creation & messaging, and web support.

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| Techs:Firebase Authentication, Firebase Firestore, Elements, & ReactNative Web. | [[Source Code]](https://github.com/Heeuul/signal-clone) |

**TECHNICAL SKILLS**

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| **Programming Languages** | **Frameworks** | **Tools** |
| JavaScript, Java, C#, C++, Python, HTML, CSS, SQL | React Native, React, Spring Boot, MySQL, SQLite, IBM DB2, Github, Docker, Unity, OpenGL | Postman, Github, Docker Desktop, VMWare, Jupyter Notebook, Heroku, BloodHound, Neo4j, RedisGraph, Cortex XDR, splunk |

**PROFESSIONAL EXPERIENCES**

**Klikx Technologies Sdn Bhd January 2022 – Present**

Game Developer  *Petaling Jaya, Selangor*

* Develop a 3D multiplayer action-puzzle-strategy mobile game with Unity and C#.
* Collaborate with fellow game developer in developing the gameplay mechanics, programming efficient codes, and implementing best practises on component usages, based on product specifications.
* Collaborate with graphic artists for incorporating high quality visual assets into the game while ensuring good performance on mobile phones.
* Prepare specifications, tests, deliverables, acceptance criterias, and time frames for external testing.
* Design minimal transport-level networking system for authentications and connectivities using Unity libraries.
* Incorporate Google backend services into the game which includes Firestore, Firebase, and Play Store.

**Syntx Sdn Bhd March 2021 – July 2021**

Cyber Security Consultant (Intern) *Cyberjaya, Selangor*

* Managed cyber-infrastructural security by performing cyber threat hunting, threat intelligence research, and active directory monitoring.
* Investigated threats in contained environments with VMWare Cloud, Docker, Linux, and SQL database tools.
* Involved in cyber intelligence database expansions, website developments, and business documentations.
* Involved in client requirement elicitations to ensure products meeting standards and specifications.

**EDUCATIONS**

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| **Multimedia University** | **November 2018 – January 2022** |
| Bachelor of Computer Science (Hons.) | *Cyberjaya, Selangor* |
| **Perak Matriculation College** | **June 2017 – June 2018** |
| Science PST Module 1 | *Gopeng, Perak* |