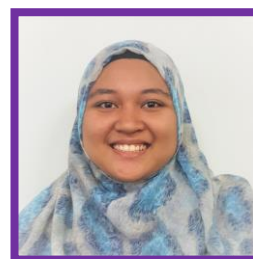


NUR SHAHIDATUL 'ADANI BINTI SHAHRULNIZAM

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OBJECTIVE

I am currently seeking for new job position for the next step where I can continue to grow and use the skills that I have learned.

LANGUAGE

Malay

90%

English

80%

SKILLS & ABILITIES

Graphic Design

Photoshop, Illustrator, Maya3D

80%

Office suite & Presentation

Microsoft Word, Powerpoint, Excel

95%

Programming Skills

HTML, TS, CSS, C, C++, PHP

90%

EXPERIENCE

QUBIT INTERACTIVE

Full Time - System Developer for ErStream Application.

COMMON EXTRACT

Frelance - Level designer for MakCun's Adventure Stall.

EDUCATION

2015 - 2019

BACHELOR OF COMPUTER SCIENCE (GRAPHICS AND MULTIMEDIA SOFTWARE)

UNIVERSITI TEKNOLOGI MALAYSIA, SKUDAI CGPA: 3.64

- Comprehensive programme to produce professional ICT programmer in two-dimensional (2D) and three-dimensional (3D) graphics as well as multimedia and web application.

2014 - 2015

DIPLOMA OF SCIENCE COMPUTER (MUTIMEDIA) – (Fast Track Programme)

UNIVERSITI TEKNOLOGI MALAYSIA, KUALA LUMPUR

- Programme that aimed at multimedia technology through a number of basic computer subjects and are applied with specialized subjects

2013

SIJIL PELAJARAN MALAYSIA (SCIENCE TECHNICAL)

SEKOLAH BERASRAMA PENUH INTEGRASI SABAK BERNAM, SELANGOR

- Science technical having special knowledge especially of a mechanical or scientific subject.

EXTRA CURRICULUM

UTM MOBILE APP HACKATHON (2017)
UTMTEC

KURSUS PENGURUSAN PERSATUAN (2017)
HEMA, UTM

STEM APPS CHALLENGE (2017)
MaGICX

DEGREE++ AUGMENTED REALITY SHORT COURSE (2015)
FACULTY OF COMPUTING, UTM

FILM & VIDEO COMPETITION (2015)
KOLEJ TUN DR. ISMAIL, UTM

PERSATUAN RAKAN IJN MALAYSIA (2014)
INSTITUT JANTUNG NEGARA, KUALA LUMPUR