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## SUMMARY / OBJECTIVE

Highly motivated second-year Software Engineering student with a strong academic background in Data Structures and Algorithms (DSA), Object-Oriented Design, and Distributed Systems. Eager to apply practical development skills in Java, C++, and Kotlin to contribute to real-world software development cycles. Seeking a challenging Software Engineering Internship to gain professional experience and drive innovation.

## EDUCATION

### Curtin University, Malaysia

Bachelor of Computing (Software Engineering Major)  
Expected Graduation: November 2026 (Year 2, Semester 2)  
Course Weighted Average (CWA): 75.50%

#### Key Relevant Coursework:

- Computer Communications (85%), Unix and C Programming (84%), Object-Oriented Software Engineering (82%), Data Structures and Algorithms (81%), Programming Design and Implementation (81%)
- Core Technical Courses: Operating Systems, Database Systems, Requirements Engineering, Software Engineering Testing.

## TECHNICAL SKILLS

Languages:	Java, C++, C, Kotlin (Learning: HTML, CSS, C#)
Frameworks/Tools:	Node.js, Android Studio, Git, MySQL, Unix/Linux
Concepts:	Object-Oriented Programming (OOP), Data Structures & Algorithms (DSA), Distributed Systems
OS:	macOS, Windows

## SOFTWARE ENGINEERING PROJECTS

### 1. Distributed Lobby System (Mortal Kombat X Theme)

Technologies: Java/C++, Distributed Computing, Node.js (for networking), Concurrent Programming. Designed and built a multi-user lobby system simulating an online game environment. Implemented networking, room management, real-time public chat, private messaging, and secure file sharing.

### 2. Miri Local Food Exploration App

Technologies: Kotlin, Android Studio, Database (SQLite/Firebase). Developed a mobile application for food discovery in Miri. Built user interface with modern Android practices, designed backend for storing restaurant data, and emphasized a user-friendly mobile experience.

## RELEVANT EXPERIENCE

### ICT Department Assistant (Part-time/Volunteer)

Curtin University Malaysia (June 2025 – October 2024)

- Assisted the ICT Department with various software and hardware support tasks, gaining hands-on exposure to IT operations and infrastructure.

- Troubleshoot technical issues for staff and students, strengthening problem-solving and communication skills.
- Gained practical experience in system maintenance, documentation, and applying technical knowledge in real-world settings.