MUHAMMAD KAMAL HAZRIQ BIN MOHAMMAD ASWAN

Bachelor of Computer Science (Honors)
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CAREER OBJECTIVE

Seeking a 20-week internship starting 2 September 2024 – 18 January 2025 in Mobile App Development, Web Development, Software Engineering and Testing. A dedicated third-year Computer Science student with a proven academic record and practical project experience, I aim to bring value to innovative projects while enhancing my technical skills in a positive environment that promotes growth.

EDUCATION

Bachelor of Computer Science with Honors (Software Technology),
Universiti Kebangsaan Malaysia   October 2021— Present
Current CGPA: 3.89/4.00   Latest GPA: 3.95   Dean's List: All semesters

Foundation of Pure Science,   September 2020 — August 2021
Universiti Kebangsaan Malaysia
CGPA: 3.94   MUET: Band 4

AWARDS & SCHOLARSHIPS

Honorable Mention, Computer Programming Competition (2023)   2023
Awarded after successfully navigated through 3 stages of coding tasks and problem-solving scenarios
Special Dean's Award   2021
Obtained 4.00 Pointer in first semester of foundation studies.

ACADEMIC PROJECTS

Final Year Project (FYP) | Campus Parcel Management System   March 2024 – July 2024
- Developed a system to digitize parcel management process in campus.
- Developed mobile application using Flutter and Dart, and web application using HTML, CSS, JavaScript, connecting both application with Google Firebase database.

Web Development Project: Collectibles Store   November 2023 – January 2024
- Individually developed a product catalog website.
- Utilized HTML, CSS, JavaScript, and PHP, integrated with MySQL database for data management and retrieval.

Mobile Application Development Project: TickleTea   November 2023 – December 2023
- Group Project that developed a tea shop mobile app using Android Studio and Java.
- Designed and prototyped the UI/UX using Figma and used Google Firebase to store data.

Human Computer Interaction Project: Digi World   November 2022- January 2023
- Group Project to apply good user interface guidelines, principles, and theories.
- Designed and prototyped the UI/UX of a game application using Figma.

WORK EXPERIENCES

Teaching Assistant F1 in Schools,   February 2024 - March 2024
School Holiday Enrichment Program, Permata Pintar UKM
- Assisted in teaching "F1 in Schools" to 13 gifted students ages 11-12 years old, creating an engaging and supportive learning environment over a 2-week program at Pusat Permata Pintar Negara.
- Facilitated hands-on activities and group projects, resulting in a noticeable improvement in student participation, critical thinking, and problem-solving skills.
- Observed and evaluated student performance through daily assessments, adjusting teaching strategies as needed.
- Provided emotional and mental support, ensuring 100% academic progression for all 13 students, with a notable 50% improvement in student marks.

Waiter/Lobby Staff,
The Chicken Rice Shop

<div align="right">December 2020-
April 2021</div>

- Processed customer orders with 100% accuracy, efficiently up to 50 orders per hour during peak hours.
- Maintained cleanliness to meet health and safety standards, resulting in a 100% passing rate in health inspections.
- Handled customer inquiries and resolved complaints in a professional and timely manner.
- Managed cash register operations, maintaining accurate records with zero discrepancies over 5 months.

EXTRACURRICULAR ACTIVITIES

Deputy Head of Special Unit Exco,
Students Association of Faculty of Information Science and Technology (PERTAMA) 22/23

<div align="right">September 2022 -
July 2023</div>

- Played a significant role in organizing 14 faculty programs and events hosted by the Students' Association within 8 months, handling various tasks to ensure smooth operations.
- Provided support to other excos, taking on miscellaneous jobs as needed to contribute to the success of events.

Head of Module,
SIG CyberHack and Ethics Program: Cyber Watch 2023

<div align="right">January 2023 -
July 2023</div>

- Designed and developed comprehensive modules for a one-day program on Social Media Management, Clickbait, Media/Game Addiction, and Device Security for 50 students at Akademi Bola Sepak Negara Mokhtar Dahari, Gambang, Pahang.
- Conducted Training of Facilitators sessions with 15 facilitators to ensure effective delivery of content and engagement with students, emphasizing the importance of cyber ethics for potential future football stars.

Treasurer.
Gallery Walk: Mind to Heart

<div align="right">September 2022-
October 2022</div>

- Managed finances, including budgeting and securing RM2200 from organizations to support the program's initiatives to make a gallery at the faculty, showcasing mental health awareness, participated by 91 students.
- Prepared detailed financial reports to ensure 100% transparency and effective allocation of resources for the posters, gifts, confectioneries, and prizes for the program.

Head of Corporate Social Responsibility (CSR),
Evergreen Field Trip 2022

<div align="right">August 2022</div>

- Organized and participated in a 3-day CSR field trip to Taman Negara, Pahang with 17 fellow YTN scholars.
- Conducted community service activities by distributing aid and cleaning at a native village.

Protocol and Events Secretariat,
Students Association of Faculty of Information Science and Technology (PERTAMA) 21/22

<div align="right">September 2021 -
July 2022</div>

- Assisted in managing the procedures for 11 official and unofficial programs and events of the Faculty of Information Science and Technology, encompassing both physical and online formats within 8 months.
- Gained experience in upholding event protocols for both physical and online events, including roles such as emceeing and coordinating event logistics.

SKILLS

Technical Skills	**Python** (Intermediate), **C** (Intermediate)**, JavaScript** (Intermediate)**, Dart** (Intermediate), **HTML** (Advanced)**, CSS** (Intermediate), **Java** (Intermediate)**, PHP** (Intermediate)**, MySQL** (Intermediate)**, Firebase** (Intermediate)
Development Tools	**Flutter** (Intermediate), **Visual Studio Code** (Advanced), **Android Studio** (Advanced), **Figma** (Advanced)**, Canva** (Advanced)
Additional Skills	**Microsoft Office 365** (Experienced), **Data Entry and Management** (Intermediate)**, Computer Literacy (**Advanced), **Tech Troubleshooting** (Advanced)

LANGUAGES	**Malay**	Native speaker	**English**	Proficient

REFERENCES	**Ts. Rohizah Abd Rahman**
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