



Mohammad Farhaan Iqbal

IT Graduate - Network Computing

A self-motivated, creative and people-oriented computer scientist, with experience of various technical stacks and programming paradigms through multiple projects, competitive problem-solving events and startup challenges with extensive project management experience. Enhanced knowledge in the management of resources and networks and orchestration of cloud services.

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EDUCATION

Bcs Computer Science

University Malaysia Sarawak

08/2016 - 08/2020

GPA 3.30/4.0 - Distinction

Highlighted Courses

- Computer Administration
- Broadband Networks
- Software Development
- Distributed Computing
- Computer Security
- System Programming

High School Certificate

John Kennedy College

01/2014 - 11/2015

Results: 4 A, 1 C

Courses

- Economics
- Computer Science
- Mathematics

WORK EXPERIENCE

Backend and Cloud Engineer

uBitto

01/2019 - 07/2019

Penang

uBitto offers web consultancy to a number of businesses and personalities, with an in house project on e-learning.

Achievements/Tasks

- Manage System, network and Google Cloud
- 60% faster development with DevOps and Agile
- Reduce manual development tasks via scripting
- Develop in PHP, Laravel, CMS and SQL

Freelance

ERP consultant

07/2020 - Present

Mauritius

Offering ERP solutions to clients, allowing for business growth

Achievements/Tasks

- Perform business consultation
- Engineer and present ERP solution to clients
- Provide training to solution users

Founder and President

Makerspace UNIMAS

02/2018 - 02/2020

Sarawak

A collaborative environment and think-tank to provide students with industry tools and knowledge to sharpen skills and work on side projects and community solutions.

Achievements/Tasks

- In charge of sourcing resources
- Manage and mentor teams for competitions
- Management of training events of visiting school and organizations

Student Council Rep

Faculty of Computer Science

08/2017 - 08/2018

Achievements/Tasks

- Manage a week long IT conference - IT for All
- Responsible for logistics liaisons with University resources
- Represent international students on board discussion

SKILLS

- Programming
- Problem Solving
- System Administration
- Networking and wireless
- Linux
- Distributed Computing
- Computer Security
- Software development
- Cloud

SOFT SKILLS

- Communication
- Creativity
- Pitching
- Self Motivated Learning
- Teamwork

TECHNICAL SKILLS

Languages

Python, JavaScript, C, C++, C#, Java, SQL, PHP, Bash, ASM

Stacks

Google Cloud, Microsoft Azure, AWS, Web, Android, Xamarin, Database, Data Visualization, VMware, Docker, Kubernetes

HONOR AWARDS

Dean's List Award

Faculty of Computer Science

- The Best Achievers award for the semester - Jan 2017, Aug 2020

BountyCon 2019 -by Facebook and Google (04/2019)

Facebook and Google

- Accepted at an invite-only hacker and bug bounty hunter conference around hacking Facebook and Google for bugs

Finalist at F-Secure Inter-Varsity Cybersecurity Competition (04/2018)

F-Secure Cybersecurity

- Top teams in a multi-round cybersecurity competitions exploiting vulnerabilities and using cybersecurity tools concepts for points.

1st runner-up Prize at Unimaker 2019 (11/2019)

Ministry of Education Malaysia

- A nationwide university hackathon towards solving SDG Problems in the Era of IR 4.0. - Winning project OptiShrimp

2nd Prize at the hackwkn IDECS 2019 hackathon (07/2019)

State of Sarawak - IDECS

- A hackathon to find solutions in the theme of IR4.0, Smart Cities and Data Centric Government

PERSONAL PROJECTS

Driver's attention monitoring with a phone app via hybrid AI (07/2020)

OptiShrimp - precision shrimp farming (09/2019)

Radio frequency based queue monitoring system (07/2019)

Hiker's location and emergency comm via LoRa (06/2019)

JohorXP - eTourism platform with gamification (10/2018)

Wired Utility reporting (06/2018)