MOHAMMAD MUIZZUDDIN BN SAIFUL BAHRI

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SAUJANA UTAMA, 4700, SG BULOH

PROFESSIONAL SUMMARY

Motivated and detail-oriented Netcentric Computing student with strong interest in mobile app development, web technologies, and cybersecurity. Equipped with a solid foundation in programming, networking, and secure systems. Experience in building web and mobile projects, while also exploring digital forensic tools such as wireshark and autopsy. Seeking an internship to apply and grow technical skills in a real-world tech environment.

EDUCATION

UNIVERSITI TEKNOLOGI MARA CAWANGAN MELAKA KAMPUS JASIN   **2022 - Present**

Bachelor of Computer Science (Hons.) Netcentric Computing

Current CGPA: 3.16

KOLEJ MATRIKULASI MELAKA   **2020 - 2022**

Computer Science

CGPA: 3.40

TECHNICAL SKILLS

- **Languages:** Malay (Native), English(Fluent)
- **Programming:** Html, CSS, Tailwind CSS,Javascript, Typescript, Python, Java, Dart, PHP, C++
- **Concept**: Object-Oriented Programming (OOP), REST API, MVC
- **Database**: Mysql, Firebase
- **Framework:** Flutter, Laravel, Next js, Express js
- **Library:** Python Library, React Library
- **Forensics Tools:** Autopsy, FTK Imager, Exterro, Eraser
- **Security Tools:** Wireshark, Kali linux
- **Networking**: GNS3, Cisco Packet Tracer
- **Design Tools**: Canva, Adobe photoshop, Adobe Premiere Pro
- **Office Tools**: Microsoft Word, Excel, Powerpoint, Access
- **API Integration**: Telegram Bot API, Google Maps API, Geoapify, Spotify API, Mailtrap API, Gmail API

CERTIFICATIONS

Cisco CCNAv7: Introduction to Networks (2024)

- Learned networking fundamentals, including IP addressing and Cisco device configurations.

Digital Future: Exploring Web3.0 and the MDEC Digital Ecosystem (2023)

- An exploration of Web3.0 innovations and MDEC's role in advancing Malaysia's digital ecosystem.

COMPETITIONS & ACTIVITIES

Loophole Hackathon (2025)

- Organized by Unilah

Codenection (2024)

- Organized by MMU Cyberjaya

Laravel Workshop (2024)

- Presented by lecturer's UiTM Jasin FSKM

RAKSASA CTF (2023)

- Organized by rawSEC and ICTFF7

Flutter Workshop (2023)

- Presented by Founder & CEO Udacoding

ACADEMIC PROJECTS

Final Year Project (Analyzing Mental Health Support System Using PHQ-9 & GAD-7 with Telegram Bot & Geolocation,2025)

- Developed a web-based mental health support system using Next.js, Express.js, and MySQL, integrating PHQ-9 and GAD-7 assessments for depression and anxiety evaluation with real-time scoring.
- Implemented Telegram Bot API for automated communication and Geoapify geolocation API to locate nearby mental health services, including live route mapping and distance calculation.

Personal Projects (Moodizoo, 2025)

- Built a mental health-themed web app using Next.js, React 19, TypeScript, and Tailwind CSS.
- focused on UI interactivity and emotional expression without relying on third-party APIs.

Mindcare Mobile App – Mental Health System (Flutter, 2025)

- Built a mobile app using Flutter that implements PHQ-9 and GAD-7 assessments, integrated with geolocation and email support for mental health assistance.
- Applied simple machine learning to analyze user responses and provide basic mood classification based on scoring patterns.

File Carving Project (Python-Based Digital Forensic, 2024)
- Developed a file carving script using Python to extract deleted or hidden files (e.g., JPG, PDF) from disk images based on file signature patterns (headers/footers).
- Applied concepts of digital forensics, data recovery, and evidence reconstruction using tools like Autopsy and custom Python logic.

Restaurant Management System – Web App (Laravel, 2024)
- Developed a restaurant reservation and management system using Laravel, integrating geolocation API to allow users to locate nearby branches and make location-based bookings.
- Implemented Mailtrap API for secure and reliable email notifications including booking confirmations and admin alerts.

Mini Java Game Project (Snake game & Tic Tac Toe, 2023)
- Developed a 2D arcade-style game using Java Swing, applying OOP and event-driven programming for gameplay logic and UI interaction
- Implemented a basic game loop, scoring system, and keyboard-based controls using native java graphics and listeners.

References

ALBIN LEMUEL KUSHAN
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