NURIN MAISARAH - SOFTWARE ENGINEER

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SUMMARY

Resilient software engineering graduate with hands-on experience in project migration and team collaboration. Committed to leveraging technical skills and a strong determination to learn and adapt in order to tackle challenges and contribute to innovative projects.

WORK EXPERIENCE

Intern Software Engineer, Exact Asia Development Centre   **Feb 2024 - Aug 2024**

- Migrated 16 projects from .NET Framework 4.7.2 to .NET Standard 2.0 and converted 10 projects to align with Exact's new system design, ensuring that functionality and performance were maintained throughout the process.
- Contributed to the resolution of 2-3 customer-reported bugs, enhancing project deliverables and improving team efficiency.
- Collaborated with a scrum team of 7 members, actively participating in Agile ceremonies and utilizing Azure DevOps for task management, project tracking, and continuous integration.
- Work closely with Product Owner from Netherlands to ensure the requirements are clear and user stories are delivered according to the requirements.

Technologies and Tools Used

- .NET, VB.NET, C#, MS SQL, Visual Studio 2022, Azure DevOps, CI/CD environment, Microsoft Teams

EDUCATION

Bachelor of Software Engineering (Multimedia System Development) with Honours   **2020 - 2024**
National University of Malaysia

- Final Year Project (FYP): Wayfinding App for OKU Students of UKM Bangi
- CGPA: 3.78
- Expected date of Graduation: 26 November 2024

Foundation in Engineering   **2019 - 2020**
UiTM Dengkil

- CGPA: 3.93
- Project: Ordering system for customers at a restaurant using C language

ORGANIZATIONAL EXPERIENCE

Trainer of Firebase Programme   **2023**

- Facilitated Firebase program, trained and provided guidance to diverse cohort of 20+ participants.
- Guided at least 3 participants to complete the tasks.
- Showcased ability to adapt to unique needs of each individual.

Programme Manager Mobile App Development with MIT App Inventor Workshop, School@UKM   **2021**

- Directed the crew in coordinating a successful registration of the program in iSTAR
- Researched and identified an appropriate module
- Oversaw the registration process for over 20 participants
- Conducted a comprehensive post-mortem analysis of the program

Secretary of Mobile Application Development Club   **2020 - 2021**

- Structured a detailed records of meeting minutes and agendas for the club
- Managed the students' record of participation in the club using Google Excel
- Maintained open communication with the club advisor

DEVELOPED PROJECT

Facility Finder App for OKU Students of UKM
- Developed an Android app using Google Maps API and Firebase Firestore.
- Allowed users to add pins marking accessible facilities, with coordinates stored in Firestore.
- Solely responsible for full-stack development and project management.
- Focused on enhancing campus accessibility for OKU students.

CareIn - Personal Driver or Shopper
- Contributed to an Android app providing rides and shopping services for the elderly.
- Integrated Google Maps API for distance measurement and driver navigation.
- Used Firebase Firestore for real-time updates, connecting passengers with available drivers.
- Managed tasks and team collaboration using JIRA.

OrderUp - Android Studio
- Led and contributed as a developer to OrderUp, an Android application designed for ordering chocojars, as part of a second-year group project.
- Developed various UI components, including bottom navigation bars and navigation bars, enhancing user experience and interface navigation.
- Integrated Firebase Realtime Database to manage and synchronize orders for users, ensuring a seamless and responsive user experience.

Search Hidayah - MIT App Inventor
- Collaborated with a team to develop a dynamic Surah listing prototype using MIT App Inventor.
- Implemented an emotion-based tagging system for personalized Quranic exploration.
- Conducted requirements gathering sessions and actively contributed to enhancing the user experience.

ZeroOne - MIT App Inventor (Personal project)
Developed a mobile application for keeping track of points during badminton games using MIT App Inventor

PROGRAMMING LANGUAGE

- **VB.NET -** Beginner (Gained exposure during internship)
- **ASP.NET -** Beginner (Gained exposure during internship)
- **Java (Android) -** Intermediate
- **XML -** Intermediate
- **C -** Beginner
- **HTML -** Beginner
- **CSS -** Beginner
- **PHP -** Beginner
- **JavaScript -** Beginner

PARTICIPATION

- Exact Hackathon - Participant
- Idea for Development of Application for Children with Autism Competition - Best UI
- Programming Competition (PPKomp 2022) - Sanjungan Kehormat
- Programming League National 2023 - Participant
- Exchange Student Program to Hanyang University ERICA, South Korea - Participant