NURUL HIDAYU BT SUUT

3669, Lorong Sourabaya Indah 4D, 93050, Kuching, Sarawak, Malaysia

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PROFILE SUMMARY

Third-year Bachelor of Multimedia Computing student at Universiti Malaysia Sarawak (UNIMAS), skilled in Java, Python, HTML/CSS, and UI/UX design. A motivated, fast-learning, and creative individual with strong teamwork and communication skills. Seeking an internship opportunity to apply technical and design expertise in real-world projects at Sarawak Energy or within related technology fields.

LANGUAGES

- Malay
- English

EXPERIENCE

Event Catering & Food Service Assistant
Freelance / Part-time - Pusa, Sarawak, (2022)
·Assisted in food preparation, serving, and clean-up during events.
·Maintained hygiene and safety standards.
·Collaborated effectively in fast-paced team environments.

Book Reseller (Self-initiated Project)
Pusa, Sarawak, (2023)
·Sold unused SPM notebooks to students and achieved RM300 in sales within three days.
·Applied negotiation, communication, and marketing skills in customer interactions.

EDUCATION

Bachelor of Multimedia Computing (Hons)
Universiti Malaysia Sarawak (UNIMAS)
Current CGPA: 3.12

Foundation in Life Science (Pre-University)
Universiti Malaysia Sarawak (UNIMAS)

Malaysian Certificate of Education (SPM)
SMK Beladin, Pusa, Sarawak

PROJECTS & COURSEWORK

Mental Health Awareness Web Application - Java, HTML, CSS, MySQL
 • Developed a web app promoting mental health awareness through interactive quizzes and educational content.
 • Designed user interfaces and managed backend operations using Java and MySQL.

ART Mobile App Prototype (Sarawak Metro) - Figma (UI/UX Design)
 • Created a high-fidelity mobile app prototype to support the Sarawak Metro ART system.
 • Designed user flows and interfaces, applying feedback from usability testing to improve the design.

Car Rental Management Website - HTML, PHP, MySQL
 • **Built** a functional car rental website "ZoomRentals" with booking, listing, and admin management features.
 • Implemented backend integration with MySQL for dynamic data handling.

VOLUNTEERING

Asasi Back 2 Community – Kampung Muara Tuang, Kota Samarahan
• Participated in village clean-up and community service activities

Basic Helping Skills Project – Tabika Kemas, Kampung Sinar Budi, Kuching
 • Assisted in cleaning and repainting the kindergarten area and engaged with local teachers and villagers.
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PROGRAMMING LANGUAGES & TOOLS

Programming: Java, C, C++, Python, HTML, CSS, JavaScript, Kotlin

Design & Multimedia: Figma, Canva, Unity (via Unity Hub)

Office Applications: Microsoft Word, Excel, PowerPoint

Soft Skills: Teamwork, Communication, Leadership, Problem Solving

RELATED COURSES

System Analysis and Design, UI/UX Design, Computer Graphics, Human-Computer Interaction, Web Application Development, Mobile Application Development, Database Concept & Design, Project Management, Game Design and Development.

REFERENCE

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