



## ASY SYIFA' BINTI HAMRAN

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## OBJECTIVE

Computer Science (Multimedia Computing) student passionate about building interactive systems, AR experiences, and user-centered digital solutions. Driven to turn ideas into functional products through clean design and solid implementation.

## EDUCATION

October 2023 - Present : Bachelor of Science Computer (Hons.) Multimedia Computing  
Universiti Teknologi Mara (UiTM), Shah Alam

March 2021 – Feb 2023 : Diploma in Computer Science  
Universiti Teknologi Mara (UiTM), Machang

## EXPERIENCES

Internship : Global Entrepreneurship Research and Innovation Centre, UMK,  
Sept 2025 – Dec 2025 Kampus Kota

- Design system architecture and UI/UX using Laravel framework for GERIC Integrated Management System and Research Canvas Ideation System.
- Updated the Official GERIC website with updated content and features.
- Achieved Copyright for Geric Integrated Management System (GIMS).
- Designed Logos for GIMS and related projects using Illustrator.
- Designed multi-volume book and professional presentation slides using Canva.
- Managed event logistics and certificate issuance for the BUSINESS CASE STUDY IDEA 2025 competition.

2023 - 2024 : Store Assistant and Pet Groomer at Hello Meow Enterprise, Gombak  
, Selangor

- Assisted in daily store operations including cashiering, inventory management and customer service.
- Design infographic posters and videos for promotional activities.

Internship : Website Developer at Student Affair Department, UiTM Machang  
Sept 2022 – Feb 2023

- Developed web-based E-Merit System for managing student merit records.
- Designed and structured system workflows for submission, approval and monitoring.
- Enhanced efficiency by replacing manual merit tracking.

## SKILLS

### Multimedia and Design Tools

<b>Canva</b>	<b>Adobe Illustrator</b>	<b>Unity 3D/2D</b>	<b>Figma</b>
<b>Adobe Photoshop</b>	<b>Blender</b>	<b>Vuforia AR</b>	<b>Affinity</b>

### Programming Languages and Frameworks

<b>HTML</b>	<b>Css</b>	<b>Javascript</b>	<b>PHP</b>
<b>MySQL</b>	<b>C++</b>	<b>C#</b>	<b>Github (Version Control)</b>
<b>Laravel</b>	<b>Python</b>	<b>JAVA</b>	

## PROJECTS

System and Game Development

- Developed ARVOLCANO using Vuforia and Augmented Reality for Degree Final Year Project.
- Developed sign language detection system using Machine Learning algorithm.
- Developed an online store for pet hotel using NetBean with MVC framework.
- Developed for Blood Bank system management using Visual Basic and GitHub.
- Developed personal portfolio and deployed in GitHub.
- Developed platformer game using Construct2.
- Developed web-based game about Math Edu and deployed it using InfinityFree hosting.
- Developed 3D and 2D games using Unity

Multimedia

- Created 3D objects using Blender
- Design poster, banner, logos using Canva and Illustrator

## CERTIFICATE AND PARTICIPATION

### Certificates:

Artificial Intelligence Fundamentals (Online Course - IBMSkillBuild 2024)

Fundamentals of Sustainable and Technology (Online Course – IBMSkillBuild 2025)

Foundation of User Experience (UX) Design (Google - Coursera 2025)

**Participations:**

Treasurer of Science Computer Society Club

Multimedia Committee for SULAM Programme

**REFERENCES**

Norzilah Binti Musa,

Coordinator for Computer Sciences Programs,

College of Computing, Information & Mathematics, UiTM Shah Alam

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