

Odilon Corino Anak Junit

Kota Samarahan, Sarawak

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Objective

Motivated Computer Science undergraduate (UNIMAS) specializing in Multimedia Computing. Proven experience in IT support and UI/UX design, with a Dean's List achievement (GPA 3.57). Seeking to leverage skills in Java, Python, and Figma for a Junior UI/UX Designer or Multimedia Developer role to create impactful user experiences and innovative digital solutions.

Experience

- **Mary Kay (Malaysia) Sdn. Bhd**

Independent Beauty Consultant (IBC) (February 2021 - May 2022)

- Provided personalized beauty consultations and product demonstrations to clients.
- Developed strong customer relationships and maintained repeat business through excellent service.
- Managed sales transactions, inventory, and order processing independently.
- Promoted products through one-on-one sessions and small group events, achieving monthly sales goals.
- Built skills in communication, time management, and self-motivation through independent work.

- **Pejabat Pendidikan Daerah (PPD) Bintulu**

Internship (January 2020 - March 2020)

- Maintained 100% system uptime for staff by performing proactive hardware troubleshooting and network maintenance.
- Executed software installation and provided Level 1 Technical Support to government staff.
- Helped manage and organize digital files, ensuring proper data backup and security.
- Learned about IT support processes in a government office environment.
- Developed problem-solving, teamwork, and time management skills through daily IT support tasks.

Education

- **Universiti Malaysia Sarawak (UNIMAS)**

Expected Graduation: June 2027

Degree in Computer Science and Information Technology with Honours in Multimedia Computing
CGPA: 3.03 / GPA: 3.57

- **Universiti Teknologi MARA (UiTM) Sarawak Kampus Samarahan 2 (2017 to 2021)**

Diploma in Computer Science and Mathematics

Skills

- Programming Languages: Java, Python, C++, SQL
- Game & AR/VR Development: Unity, Vuforia
- Mobile & Web Development: Android Studio, XAMPP
- IDEs & Development Tools: Visual Studio
- UI/UX & Design Tools: Canva, Figma, Procreate
- Soft Skills: Client Relations, Technical Support, Team Collaboration, Problem-Solving, Time Management.

Projects

- **UI/UX prototype for Autonomous Rail Rapid Transit (ART)**

Group Project - UI/UX course, UNIMAS

Designed a high-fidelity UI/UX prototype for an Autonomous Rail Rapid Transit system using Figma. Conducted user research to optimize navigation and ticketing features.

Figma Prototype Link:

<https://www.figma.com/design/wSzzzFzgGQ7iMs1KPwD7T9/UIUX-PROJECT?node-id=0-1&p=f&t=4WKCtLg1WhYr55on-0>

Achievements & Awards

- Achieve Dean's List Award with a Grade Point Average (GPA) of 3.57

Languages

- Bahasa Malaysia - Highly Proficient

- English - Highly Proficient
- Iban - Mother Tongue
- French - Basic

Reference

- **Ts. Nurfaiza bt Jali - Universiti Malaysia Sarawak (UNIMAS)**
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- **Noor Alam Shah B. Bolhassan - Universiti Malaysia Sarawak (UNIMAS)**
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