

# IZZAT MAHFUZ BIN IDRIS

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## EXECUTIVE SUMMARY

Motivated Computer Science (Multimedia Computing) student with strong academic performance (CGPA 3.79) and hands-on experience in IT support, software development, and multimedia projects. Skilled in troubleshooting, Android development, Unity game development, and web technologies, with additional experience in graphic design and event coordination. Proven ability to work collaboratively, lead teams, and deliver high-quality technical outputs through internship experience and various university projects. Adaptable, fast-learning, and committed to continuous improvement in both technical and soft skills.

## EDUCATION

**Universiti Teknologi MARA (UiTM), Shah Alam Campus, Selangor** **UiTM Shah Alam, Selangor**  
*Bachelor of Computer Science (Hons.) Multimedia Computing | CGPA: 3.79* 2024-2026

- Currently in Semester 6 with a strong CGPA, reflecting consistent high performance throughout the degree.
- Engaged in practical coursework covering programming, multimedia development, web technologies, mobile applications, and Unity-based interactive systems.
- Involved in individual and group projects that strengthened skills in software development, UI/UX, interactive media, and system design.
- Actively developing technical and creative competencies relevant to multimedia computing and digital technology careers.

**Universiti Teknologi MARA (UiTM), Tapah Campus, Perak** **UiTM Tapah, Perak**  
*Diploma in Computer Science | CGPA: 3.64* 2021-2024

- Consistently recognized for academic excellence, achieving the Dean's List for all semesters and awarded the Vice Chancellor's Award (ANC).
- Completed multiple hands-on programming and system development projects, applying theoretical concepts to real-world problem-solving and technical implementations
- Completed the diploma in March 2024, building a solid technical foundation and readiness for advanced studies and professional IT roles.

**SM Sains Raja Tun Azlan Shah (SERATAS), Taiping, Perak** **Taiping, Perak**  
*Science & Technical Stream | SPM: 7A 2B* 2016-2020

- Held leadership role as a School Prefect, demonstrating responsibility, discipline, and strong interpersonal skills.
- Contributed to the School Multimedia Team, managing audiovisual support and technical setups for internal school events.
- Achieved Gold Award at the FRSIS Symposium for presenting on Smart Industry, showcasing innovation, research skills, and teamwork.

## EXPERIENCE & ACTIVITIES

**Service Learning Malaysia-University for Society (SULAM)** **UiTM Shah Alam**  
*Event Director* Oct-Nov 2025

- Directed and coordinated the opening ceremony for a university-led SULAM community programme.
- Managed event logistics, scheduling, and communication between committees and community partners.
- Led and coordinated multiple teams to ensure a smooth event flow and successful execution.

**Diploma Sains Komputer Club (DiSK)** **UiTM Tapah**  
*Corporate Image Exco* 2022-2023

- Managed corporate image initiatives for the club, including poster design and official announcements.
- Assisted in planning and organising club events, ensuring smooth execution and strong visual branding.

## WORK EXPERIENCE

**Mesiniaga Berhad** **Subang Jaya**  
*Intern, Information Technology Support Service (ITSS) Department* 2023-2024

- Configured and prepared 100+ laptops for deployment, including setups for KWSP staff and operational teams, with a high success rate.
- Troubleshoot and resolved 20+ laptop and software-related issues for internal and external clients, improving user efficiency and minimising downtime.
- Performed software updates, system installations, and notebook deployment to support business continuity and IT operations.

<b>AiDAS Event Series</b> <i>Graphic Design</i> <ul style="list-style-type: none"> <li>Designed and delivered 20+ digital assets, including certificates, event card tags and event backdrops for AiDAS events across four consecutive years (2022–2025).</li> <li>Collaborated with event committees to produce visually consistent and professional designs, contributing to successful event execution.</li> </ul>	<b>Remote</b> 2023-2024
<b>Laptop Service &amp; Maintenance — Freelance Technician</b> <ul style="list-style-type: none"> <li>Provided laptop maintenance, hardware diagnostics, and repair services for multiple clients, ensuring optimal device performance and customer satisfaction.</li> <li>Performed system upgrades, troubleshooting, thermal cleaning, driver installations, and performance tuning for clients.</li> </ul>	<b>Remote</b>
<b>Florist Assistant / Sales Crew (Convocation Event)</b> <ul style="list-style-type: none"> <li>Assisted in sales and customer engagement during UiTM Convocation, handling 50+ customer interactions per day.</li> <li>Promoted flower products, processed transactions, and practised persuasive communication to close sales effectively.</li> <li>Coordinated booth setup and ensured smooth operations during peak traffic periods.</li> </ul>	<b>Shah Alam</b> Sept 2025

## PROJECTS

- Memory Card Game (Android Studio)**
  - Developed an Android-based memory game with login, leaderboard, timer, and SQLite database integration.
  - Designed UI/UX flow and implemented core game logic, enhancing user engagement and performance tracking.
  - Tools: Java, Android Studio, SQLite
- CNN Image Classification (Machine Learning)**
  - Built a Convolutional Neural Network (CNN) model to classify images into distinct categories.
  - Performed data preprocessing, model training, evaluation, and accuracy tuning.
  - Tools: Python, TensorFlow/Keras, NumPy
- Run-ney Bear Endless Runner (Unity Game Development)**
  - Designed and developed an endless runner game featuring power-ups, score multipliers, and multiple levels.
  - Created interactive gameplay, level layout design, and animation logic using Unity’s game engine.
  - Tools: Unity, C#
- Personal Portfolio Website**
  - Created a responsive, static personal portfolio website to showcase academic work and projects.
  - Published via GitHub Pages, ensuring accessibility and version control.
  - Tools: HTML, CSS, JavaScript, GitHub
- Restaurant Food Ordering System**
  - Developed a simple food ordering system with menu listing, order processing, and basic CRUD operations.
  - Demonstrated understanding of system design and user interaction flow.
  - Tools: PHP, HTML/CSS, MySQL
- 2D Platformer Game (Construct 2)**
  - Built a 2D platformer game featuring character movement, enemy interactions, and obstacle mechanics.
  - Utilised event sheet logic to create levels and gameplay flow.
  - Tools: Construct 2
- Personal Mobile App (Android Studio)**
  - Designed a simple mobile application with a homepage, menu navigation, and external link integration.
  - Focused on UI design, user flow, and functionality implementation.
  - Tools: Java, Android Studio

## SKILLS

- Technical:** IT troubleshooting, hardware diagnostics, Windows, HTML/CSS/JavaScript, Android Studio, Unity (C#), SQLite, MySQL (basic), Git/GitHub, Java
- Design:** Adobe Photoshop, Canva, Unity
- Soft Skills:** Teamwork, leadership, communication, problem-solving, event coordination

## LANGUAGES

- Bahasa Malaysia (Native)
- English (MUET Band 4)
- French (DELF A2)
- Mandarin (Introductory Level)

## REFERENCE

**Dr. Nor Ashikin Mohamad Kamal**  
*Senior Lecturer of Universiti Teknologi Mara Shah Alam*  
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