

# Andi Muhammad Asyraf bin Arif

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## Objective

I am a motivated, hardworking and detail-oriented Computer Science graduate with honours from Universiti Sains Malaysia and a Sabah State Government Scholar, majoring in Software Engineering. I am seeking an internship opportunity to gain hands-on experience, contribute to impactful projects, and enhance my expertise in software development while supporting the organization's goals.

**Qualification:** **Kolej Matrikulasi Labuan (2021 - 2022)** | **Universiti Sains Malaysia, Penang (2022 - 2026)**  
Physical Science • CGPA (3.88) | Computer Science (Hons) • CGPA (3.22)

## Work Experiences

**Stage Crew Member (Part-Time) Pongo Studios, 2022 - 2024**  
Assisted in the setup and breakdown of staging equipment especially technical for various events, ensuring timely and efficient execution.

- International Sailing Voyage 2023 •
- Bank Rakyat Annual Dinner 2023 •
- USM Innozilla 2024 •

**Live Audio Engineer (Part-Time) Dewan Budaya USM, 2022 - 2024**  
Operated, maintained, and troubleshoot audio equipment to ensure optimal sound quality and seamless event execution.

- Himpun Budaya 2023/2024 •
- Festival Filem Anak Muda 2023/2024 •

## Project Works

### 1. Restaurant Management System

Visual Studio Code • C++

### 2. Hangman Game

Google Colab • C++ • Implemented Queue, Stack and Linked Lists

### 3. Data Visualization

Jupyter Notebook • Python [Matplotlib & Bokeh] • Applied Machine Learning

### 4. Wine Data Set Machine Learning System

Jupyter Notebook • Python [SVM, KNN, DT] • Predicts quality of Wine

### 5. File Converter Website

VS Code & Docker • JAVA • Converts PDF to Word file and vice versa

### 6. Guardify (Interactive Web)

Visual Studio Code • React Javascript • Website that focuses on GUI

### 7. JobVista (Job Application Web)

Apache Netbeans • Java • Website built from Scratch

### 8. Timetable Management System

Oracle Apex • MySQL • Live website

### 9. Disk Scheduling Algorithm

Visual Studio Code • C++ • Efficiency Based Algorithm

## Extracurricular Activities Clubs

- Head of Technical and Physical Department, Protege USM [2022 - 2024]

**Events :**

- Festival Filem Anak Muda, Dewan Budaya USM (INTERNATIONAL)
- Himpun Budaya, Dewan Budaya USM (INTERNATIONAL)

- Member of Graphics and Documentation Dept. of ConvEx (Convocation Expo) [2024]

**Events :**

- Convocation Expo 62nd @ Universiti Sains Malaysia

## Sports

- Member, USM Hockey Team [2023]

**Events :**

- Penang League Hockey (DISTRICT)
- Karnival Hoki USM (UNIVERSITY) || 1st Runner Up

- Member, Aman Futsal Team [2023]

**Events :**

- Sukan Antara Desasiswa (SUKAD) (SCHOOL) || 1st Runner Up

- Member, Saujana Futsal Team [2024]

**Events :**

- Sukan Antara Desasiswa (SUKAD) (SCHOOL) || 1st Runner Up

- Captain, USM Computer Science Football Team [2023]

**Events :**

- School Champions League (SCHOOL)

## Skills & Abilities

### Programming Languages:

- C++
- Python
- HTML
- CSS
- Java
- SQL
- Matlab
- Javascript

### Libraries, Frameworks and Tools:

- Firebase
- Netbeans
- Visual Studio Code
- Docker
- Wireshark
- Jupyter Notebook
- Panda
- Intellij
- Matplotlib
- ReactJS
- Plotly
- Oracle Apex

### Software Design

- Draw.IO
- Microsoft Visio
- Figma
- Canva

## References

### Ms. Zeehan Shanaz Ibrahim

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### Assoc Prof Dr. Gan Keng Hoon

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Academic Advisor