MUHAMMAD AZIB IQBAL BIN HARUN

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PROFILE SUMMARY

A Computer Science graduate with expertise in software engineering, full-stack development, AI, and data science. Proficient in Python, Java, SQL, and frameworks such as Next.js, Node.js, Prisma, TensorFlow, and PyTorch. Experienced in building scalable web applications, training machine learning models, and optimizing deep learning architectures. Developed a multiplayer educational game in Unity, integrating GPT-4 to generate dynamic math problems, achieving 84.6% positive user feedback from BetaFamily testers.

EDUCATION

Bachelor Of Science (Hons) Computer Science
University of Manchester | September 2021 - June 2024

Grade: Upper Second Class, 2:1
Relevant Modules: Algorithms & Data Structures, Machine Learning, NLP, Computer Vision, AI & Games, Software Engineering

PROJECT EXPERIENCE

SwishFit : E-Commerce Platform
Personal Project ([Github Repository](#)) ([Live Demo](#))
- Developed and deployed a **full-stack e-commerce** platform using **Next.js**, **Prisma**, **PostgreSQL**, and **Stripe API**, hosted on **Vercel**.
- Built an **admin panel** with a dashboard, product management (CRUD), customer tracking, and sales analytics.
- Integrated **secure transactions** and automation, including **Stripe checkout**, **SendGrid Email API** for **order confirmations**, and an **order history system** to enhance customer engagement.

Personal Portfolio Website
Personal Project ([Github Repository](#))
- Developed a portfolio website using **Next.js** and **MDX** to showcase projects dynamically.
- Implemented an **MDX-based project system**, enabling easy updates and interactive content.

Math:Ops : 2D Educational Game
Final Year Individual Project ([Project Demo](#))
- Developed a **multiplayer educational game** in **Unity**, integrating **GPT-4** to generate dynamic math problems and **Firebase** for real-time updates and multiplayer functionality.
- **Achieved 84.6% positive user feedback** from BetaFamily testers, praised for engaging gameplay, effective learning outcomes, and intuitive UI/UX design.

Evidence Detection Using Bi-LSTM and BERT
Coursework Project with Peer ([GitHub Repository](#))
- Trained and evaluated Bi-LSTM and BERT models on a dataset with 23,000+ training examples and 4,000+ test instances for evidence detection.
- **Achieved 87.92% accuracy with BERT**, outperforming Bi-LSTM by 6.5%, demonstrating the effectiveness of transformer-based models for NLP tasks

CNN-Based Image Classification (CIFAR-10)
Coursework Project ([Google Colab Notebook](#))
- Trained and optimized a **deep CNN model** on CIFAR-10 using Keras/Tensorflow, **boosting test accuracy from 67% to 84%** through hyperparameter tuning, batch normalization, and data augmentation.

ShelfLife : Meal Planning Web App
First Year Group Project ([GitHub Repository](#))
- Led a **team of 7** to develop a meal-planning web app with **user authentication, fridge inventory tracking, and dynamic recipe recommendations** using the Spoonacular API.

WORK EXPERIENCE

Robotics Instructor

NextGen Makers Robotic Academy, Selangor, Malaysia | October 2024 - December 2024
- Taught **weekly robotics and coding classes** using **Arduino and C++**, fostering technical skills among students.
- Designed **hands-on robotics projects** to enhance student engagement, problem-solving, and practical learning.

Part-time Crew

Yaty Gallery, Manchester, UK | September 2022 - December 2023
- Assisted in **furniture delivery and logistics**, ensuring safe and efficient transportation.
- Worked in **teams of 4-6** for **wrapping, loading, and coordination**, developing teamwork, adaptability, and endurance.

Graphic Designer

Enjoy Creative, Selangor, Malaysia | February 2019 - April 2019
- Designed **marketing materials**, including event banners, pamphlets, and stickers, tailored to client needs.
- Strengthened **visual communication and branding skills**, working closely with clients to deliver high-quality designs.

SKILLS

Programming Languages
- HTML (Advanced)
- Python (Intermediate)
- Java (Intermediate)
- JavaScript (Intermediate)
- C (Intermediate)
- C# (Intermediate)
- C++ (Intermediate)
- PHP (Intermediate)

Web Development
- SQL (Advanced)
- Next.js (Intermediate)
- Firebase (Intermediate)
- PostgreSQL (Intermediate)
- MongoDB (Intermediate)
- Express.js (Basic)
- React.js (Basic)
- Node.js (Basic)

AI, Machine Learning & Tools
- Tensorflow (Intermediate)
- Figma (Intermediate)
- Pytorch (Intermediate)
- Git (Intermediate)
- Unity (Intermediate)
- Power BI (Basic)
- Microsoft Azure AI (Basic)

CERTIFICATES

- Microsoft Certified: Azure AI Fundamentals (October 2024, Microsoft)
- ICDL Big Data (January 2024, ICDL Asia)

ACTIVITIES & LEADERSHIP EXPERIENCE

The Bet365 Coding Challenge Participant (2023), UniCS Manchester
- Competed in a **time-constrained coding challenge** hosted by UniCS Manchester, solving complex algorithmic problems.
- Demonstrated **critical thinking and problem-solving** by efficiently optimizing algorithms during competition rounds.

Team Member, Formula Student AI, University of Manchester (2023-2024)
- Trained **reinforcement learning models** using **Unity ML-Agents** to simulate autonomous racing behavior for self-driving cars.
- Optimized **path planning** and **decision-making** through simulation testing, improving trajectory accuracy and driving efficiency.

Team Captain, Rakuzan Rookie (Supersport Championship 2025 Winner)
- Led **Rakuzan Rookie, a team of 12**, to victory in the Supersport Basketball Championship 2025 by **organizing structured training sessions and developing strategic gameplay**.
- Strengthened **team coordination and decision-making under pressure**, showcasing leadership and adaptability.

Volunteer (Logistics Department), Rainbow of Cultures (2023), MALECS UK
- Assisted in **event planning and execution**, managing logistics for one of the largest cultural events for Malaysians in the UK.
- Coordinated **venue setup, equipment arrangements, and crowd management**, ensuring smooth event operations..