

MUHAMMAD AZIB IQBAL BIN HARUN

Sungai Buloh, Selangor
(+60)10-2144281
azibiqbal01@gmail.com

Website: [Azib Iqbal](#)
Github: [azibiqbal](#)
LinkedIn: [Azib Iqbal](#)

PROFILE SUMMARY



A motivated Computer Science graduate with a solid foundation in full-stack development, AI, and data science, seeking to contribute to innovative technology solutions. Skilled in building web applications, machine learning models, and transforming complex data into actionable insights. Proficient in Python, Java, JavaScript, and frameworks like TensorFlow and PyTorch. Passionate about problem-solving, scalable system design, and delivering impactful software solutions.

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

University Projects:

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.

A-Levels Engineering

Kolej Mara Banting | September 2019 - June 2021

Grade: A*A*A* (Mathematics, Physics, Chemistry)

Sijil Pelajaran Malaysia

Sekolah Menengah Sains Kuala Selangor | January 2014 - October 2018

Grade: 6A+ 2A 1A-

PERSONAL PROJECT

SwishFit : E-Commerce Platform (In Progress)

Personal Project ([Github Repository](#))

- Developing a full-stack e-commerce platform using Next.js, Prisma, and Stripe API.
 - Features admin dashboard, cart system, and secure checkout functionality.
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WORK EXPERIENCE

Robotics Instructor

NextGen Makers Robotic Academy | October 2024 - December 2024

- Guided students in robotics and coding using Arduino and C++ through interactive, hands-on projects in weekly classes.

Graphic Designer

Enjoy Creative | February 2019 - April 2019

- Collaborated with clients to design and deliver marketing materials including event banners, pamphlets, and stickers, honing skills in client communication and design.
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SKILLS

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|-----------------------------|-----------------------------|------------------------------|
| • Python (Intermediate) | • PHP (Intermediate) | • Tensorflow (Intermediate) |
| • Java (Intermediate) | • Next.js (Basic) | • Keras (Intermediate) |
| • JavaScript (Intermediate) | • Spring MVC (Intermediate) | • Pytorch (Intermediate) |
| • C (Intermediate) | • Firebase (Basic) | • Git (Intermediate) |
| • C# (Intermediate) | • MongoDB (Intermediate) | • Unity (Intermediate) |
| • C++ (Basic) | • SQL (Intermediate) | • Microsoft Azure AI (Basic) |
| • HTML (Intermediate) | • Figma (Intermediate) | |
| | • Power BI (Basic) | |
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CERTIFICATES

- Microsoft Certified: Azure AI Fundamentals
 - ICDL Big Data
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AWARDS & ACHIEVEMENTS

- **Honor Roll Award** – Kolej Mara Banting (Every Semester, 2019-2021)