



Fakhrul Hilmi

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WORK OBJECTIVE

To gain practical experience in the field of Computer Science through a hands-on internship, where I can apply my academic knowledge, enhance my technical skills in programming and systems management, and contribute to innovative projects within a dynamic team environment.

Work Experience

SSFHOME | After SPM

Cashier

- Operated POS systems and ensured accurate data entry of transactions.
- Learned to handle technical issues with payment systems and digital tools.
- Developed teamwork and communication skills through daily coordination with colleagues and supervisors.

Extra Curricular Activities

Malaysia Civil Defence Force (JPAM)

- Participated in community service and emergency preparedness programs.
- Assisted in organizing rescue drills and safety awareness campaigns.
- Strengthened teamwork, leadership, and communication skills through coordination with team members and officers.

Android Penetration Testing

- Gained hands-on experience in identifying security vulnerabilities in Android applications.
- Learned how to use tools such as Burp Suite and ADB for testing and analysis.
- Developed a stronger understanding of mobile app security and ethical hacking principles.

M1 in HTML & CSS (High School)

- Designed and developed a responsive web page using HTML and CSS.
- Practiced front-end layout techniques including flexbox and grid systems.
- Improved understanding of web design principles and debugging using browser developer tools.

Coolest Projects 2021 (High School)

- Developed a 2D RPG game using GameMaker Studio and the GML programming language.
- Implemented gameplay mechanics such as character movement, enemy interaction, and item collection.
- Applied programming concepts similar to JavaScript and C-like languages, enhancing understanding of logic and syntax.
- Collaborated in a team to design levels, create sprites, and present the project during the competition.

Related Courses

Programming:

- Programming Fundamental
- C++ Programming
- VB.NET Programming
- Web Programming
- Mobile Programming
- Object - Oriented programming using Java
- Software Development

Computer Science Fundamentals:

- Digital Logic
- System Analysis and Design Methods
- Human Computer Interaction

Networking & Systems:

- Data Communication and Networking
- Operating System
- Computer Maintenance

Data & Analytics:

- Data Analytics

Education

University Technology Malaysia (UTM)

Diploma in Computer Science
(Conducted at International College of Yayasan Melaka - ICY)

Current CGPA : 3.51 Muet : 4.0
Julai 2023 - Now

Sekolah Menengah Kebangsaan Taman Melawati

1A,1-A,1B,4C,2D
January 2018 - March 2023

Strengths

I possess strong analytical and problem-solving skills, with a solid foundation in programming and system development. I adapt quickly to new technologies, communicate effectively in team environments, and demonstrate a proactive attitude toward learning and improvement.

Language Proficiency

- Malay
- English

Computer Skills

Software:

- Visual Studio 2022
- Visual Studio Code
- Embarcadero Dev-C++
- Android Studio
- Xampp
- MySQL
- Apache NetBeans
- IntelliJ IDEA
- Oracle VirtualBox
- Git Bash
- Game Maker Studio
- CLIPStudio Paint
- Microsoft Excel

Hardware:

- Laptop
 - PC
 - Printer
 - Drawing Tablet
- ### Language:
- C
 - C++
 - Python
 - JavaScript
 - VB.NET
 - PHP
 - HTML
 - CSS

References

Madam Nurul Syakira Binti Abd Aahab,
Lecturer in ICY Melaka

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