Muhammad Haziq Husni bin Morsim

A second-year software engineering student

Personal website: **https://heshzack.github.io/index.html**

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SUMMARY

An enthusiastic software engineering student, willing to apply the software development knowledge and experience in a real working environment. Eager to contribute to the team's goals and objectives, adaptable to either working with others or independently. Possess great communication, leadership and organizational skills. Keen to learn, grow and excel in software development

EDUCATION

Bachelor of Software Engineering
Sunway University
Petaling Jaya, Selangor, Malaysia
Jan 2021 - Present

Bachelor of Automotive Engineering
University of Applied Sciences Esslingen
Esslingen am Neckar, Germany
Sep 2017 - Aug 2020

Final grade: -

Australian Matriculation
First City University College
Petaling Jaya, Selangor, Malaysia
Jan 2016 - Dec 2016

ATAR: 89.65

LANGUAGES

English | Malay | German

TECHNICAL (IT) SKILLS

Languages
Javascript, Java, PHP, Python, Scala

Web Pages
HTML, XML, CSS

Database Management
MySQL

IDEs
Eclipse, Visual Studio Code, IDLE (Python), Android Studio, IntelliJ IDEA

Tools
Visual Paradigm

SOFT SKILLS

Verbal and Written Communication
Time Management | Teamwork
Critical Thinking | Leadership

ORGANIZATIONS

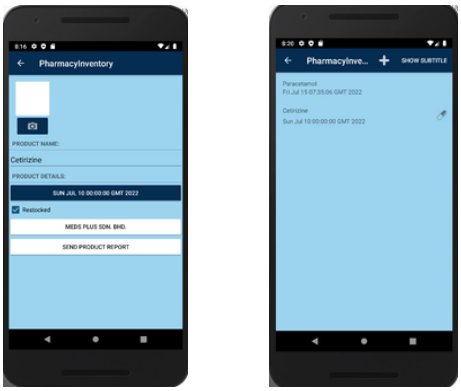
- Johor Student Leaders Council Alumni (JSLCA)
- AFS Intercultural Programs Malaysia

INTERESTS

Programming | Web Design
Application Development

APPENDIX A

Projects



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Project name: **Pharmacy Inventory**
Course name: **CSC2074 Mobile Application Development**
Language(s): **Java, XML**

The aim of this project is to create a mobile application to store and access the details and availability of the products sold by the pharmacy. This is important as the information stored helps the pharmacy to arrange and track its products in the inventory properly without leaving or missing any details. The user can view the product list, add a new product, enter the product name, the date of restock and the product supplier, take a photo of the product, and send the product report.

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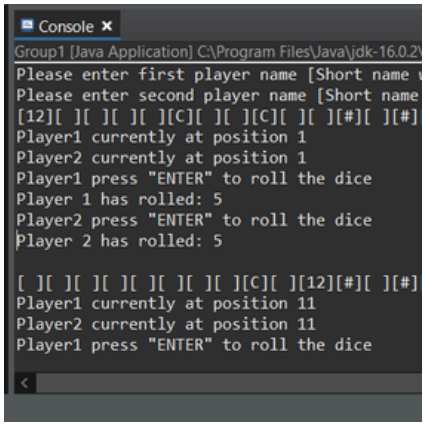
Project name: **CovPharm**
Course name: **WEB1201 Web Fundamentals**
Language(s): **HTML, CSS, PHP**

This project is about creating a business-to-consumer e-commerce website, which focuses on selling medical equipment to the Malaysian citizens. The reason leading to the commencement of this project is to help Malaysians in fighting against the COVID-19 pandemic. The main purpose of the website is to provide an online platform which is user-friendly — as in easy to navigate through — for the users to purchase medical equipment from home, as the equipment such as face masks and hand sanitisers have become daily-life

APPENDIX B

products during the pandemic. With the creation of this website, Malaysians can buy the medical products without having to go to the physical stores and having the risk of spreading or being infected by the virus, as self-imposed social isolation is practised in order to avoid contagion and the stringent confinement measures are put in place.



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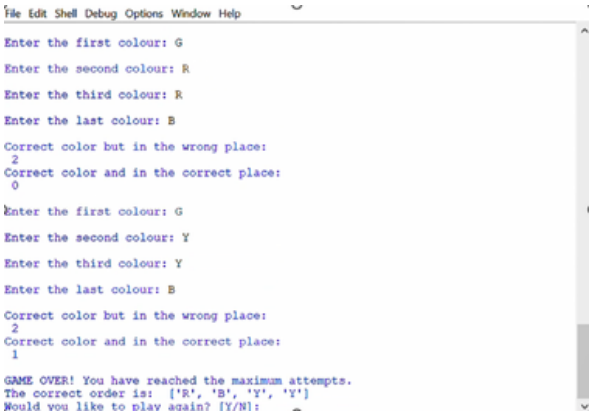
Project name: **Boat Racing Game**
Course name: **PRG1203 Object-oriented Programming Fundamental**s
Language(s): **Java**

The aim of this project is to create a two-player boat racing game. At the beginning of the game, each player will be allocated with a boat. During the game, the players take turn to throw the dice (you can use the random function to generate the random dice number) to decide how many steps should the boat move forward. The river is visualised as 100-columns track, which is filled with random number of traps(#) and currents(C). Once the game started, all the traps and currents will be scattered randomly in the river. Some currents are stronger than the others, so as the traps. The stronger current or trap will make the boat moves more steps forward or backward. When boat hits the trap, the boat will need to move backward x number of steps, when the boat hits the current, it will move forward x number of steps. The boat should not be allowed to move beyond the river's boundary. Game will end when either player's boat reaches the end of the river. The location of the boats after every move is displayed.

APPENDIX C



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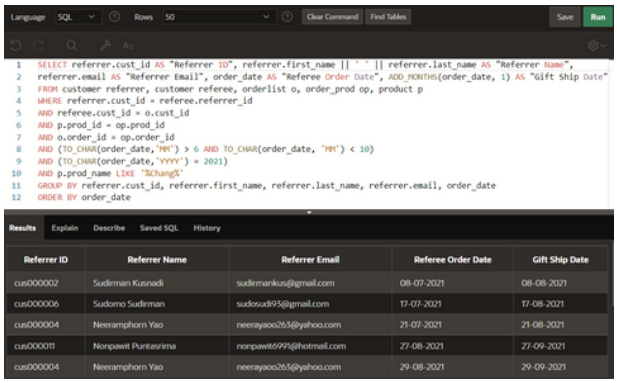
Project name: **A Mastermind Computer Game**
Course name: **CSC1024 Programming Principles**
Language(s): **Python**

The aim of this project is to create an on-screen version of the board game. It is demonstrated using Python programming language. There are a total of four colours in the game. Random colours will be automatically generated by the program. The user should pick their choice of four colours for each position. The program will show how many correct colours in the correct position as well as how many correct colours but in the wrong position. The user will keep guessing until they enter the four correct colours in the correct order.



Project name: **Database Design Project**
Course name: **SEG1201 Database Fundamentals**
Language(s): **SQL**

The aim of this project is to create a database design table that is in 3NF and the script to populate the tables and set up the database is be a one-time execution. Furthermore, the database and queries are generated using Oracle Apex. However, data generated in the database is not real-time data and does not receive subsequent data updates. Additionally, some assumptions were made for this project which is the database only deals with customers from Thailand, Indonesia, Malaysia, and Singapore. Besides that, only online payments methods such as e-wallet, online banking, and credit card are accepted. This is because the company only does online business. The database only has products from 3 product groups which are beer, spirits, and alcohol. Lastly, the number of products bought by customers are at least one carton which is 24 products to cover up the delivery fees.