Husna Binti Ab Jalil

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Summary

Third-year Computer Science student at Universiti Kebangsaan Malaysia (UKM) specializing in Software Technology track with learning several coding languages like Java, Kotlin, Python, Javascript and many more. Passionate about software engineering and data analysis roles that leverage problem-solving and logical thinking. Known for being a proactive team player who values collaboration, communication, and continuous learning. Eager to contribute to impactful projects and grow in a dynamic tech-driven environment.

Education

Bachelor's in Computer Science (Hons)   *Oct 2023 - Present*

Universiti Kebangsaan Malaysia (UKM)

Current CGPA: 3.74, Dean's List
MUET: Band 4.5

Diploma in Mathematical Sciences   *Oct 2020 - Feb 2023*

Universiti Teknologi Mara (UiTM)
CGPA: 3.75, Vice Chancellor's Award (ANC)

Sekolah Menengah Kebangsaan Putrajaya Presint 11(2)

Science Stream
SPM: 4A's, 5B's

Work Experience

Cashier Register/Sales Assistant   *May - Aug 2023*

MR.DIY
- Helped locate products for customers, placed orders, processed transactions and kept sales floor organized and well stocked.
- Skilles gained, customer service, communication, point-of-sale (POS) systems, teamwork, time management.

Cashier Register/Sales Assistant/Store Manager   *Feb - Sept 2020*

Daiso Japan Store
- Helped locate products for customers, placed orders, processed transactions and kept sales floor organized and well stocked.
- Manage the store and make sure the store runs smoothly during the day and updating emails and reports on daily sales.
- Skills gained, customer service, leadership, store management, sales reporting, problem-solving, multitasking, communication, teamwork, POS systems

Extracurricular Activities

Impian Kencana (Educational Volunteer Program)   *June 2024 - April 2025*

Role: Designer in Marketing Team
- Design post for social media postings monthly using Canva.
- Collaborated with the marketing team to plan campaign visuals and maintain a consistent brand identity.
- Skills gained, graphic design, Canva, creativity, teamwork, time management.

Project Experiences

Petbackers App *Oct 2024 - July 2025*

Final Year Project (FYP) | Universiti Kebangsaan Malaysia (UKM)
- Developed a mobile booking app for cat lovers to schedule grooming and boarding services.
- Built using Android Studio with Kotlin following the MVVM architecture, and integrated Firebase for real-time database and authentication features.
- Developed an admin web panel using ReactJS, with a frontend built in JavaScript, HTML, and CSS to manage bookings, users, and service data.

MoodM8 App *Oct 2024*

Hackathon X – Persatuan Mahasiswa Teknologi Komputer, PETAKOM UMP
- Co-developed MoodM8, an all-in-one mental health support app, within a tight 2-week hackathon timeline.
- Built the mobile app using React Native, applying front-end technologies including HTML, JavaScript, and CSS.
- Designed and implemented features such as mood tracking, breathing exercises, journaling, and quick access to support resources.

Achievements

Dean's List Award in Degree UKM *Oct 2023 - Present*

For Semesters 2, 3, 4 in UKM

Vice Chancellor's Award (ANC) *2023 - 2024*

Obtained the Dean's List Award in every semester in UiTM

Skills

- **Languages:** Fluent in Bahasa Malaysia and English (spoken and written).
- **Productivity Tools:** Microsoft Word, Excel, PowerPoint
- **Technical Tools & Platforms:** Figma, Android Studio, Eclipse, Visual Studio, Canva, Firebase, GitHub
- **Programming Languages:** Java, Kotlin, Python, C, Javascript, HTML, CSS
- **Soft Skills:** Strong communication and customer service skills, problem-solving, teamwork, and leadership experience

Reference

Dr. Lailatul Qadri Zakaria **Mobility Coordinator**

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