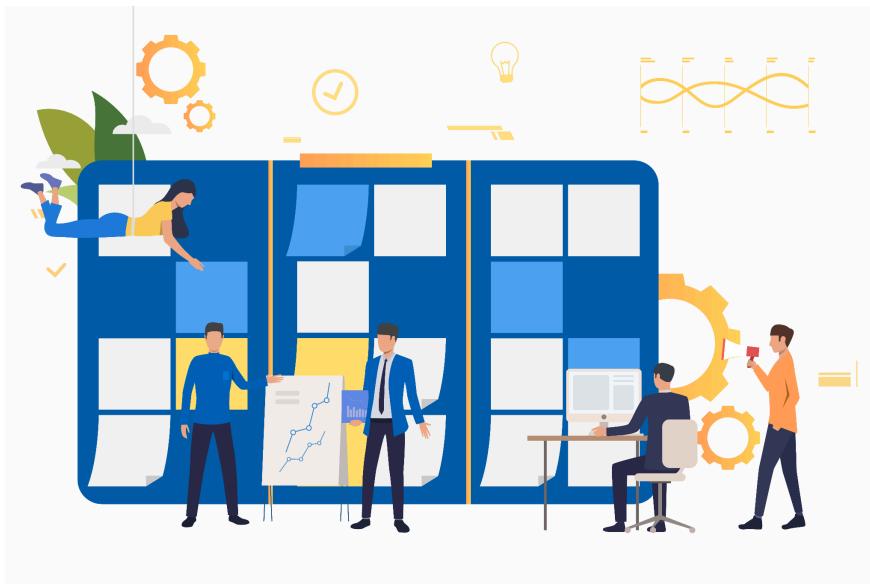


Project Management and System Development: Insights from Industry Talk 2



Topics Covered:

1. Industry Talk Overview
2. Project Management in Software Development
3. Skills for Success
4. Student Reflections

Group Members (Group 1):

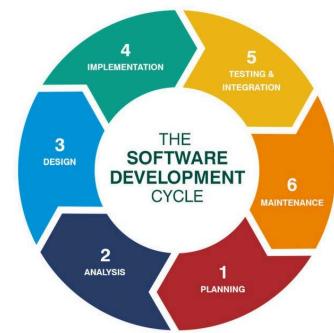
1. Lim Jia An A22EE0110
2. Fatin Humairah Binti Norhisham A25CS0061
3. Nur Zafreen Daania Binti Mohd Wazeer A25CS0322
4. Che Nurdiana Farahan Binti Che Rezali A25CS0201

Speaker Experience

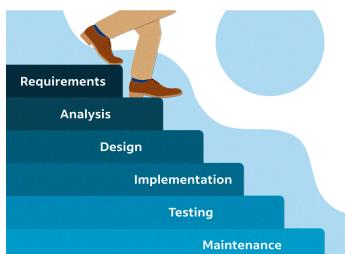


The speaker of the talk, Ts. Hj. Abdul Alim Bin Abdul Muttalib, works as the Head of Technology and Innovation at Senurai Commerce Sdn Bhd. Almost 10 years ago, he graduated from Universiti Teknologi Malaysia (UTM) and he has worked with different companies over the years. Hence, his journey allows him to explore multiple development environments, different project scales and technologies, gaining diverse experience that built his expertise.

During the talk, he emphasized that system development is the process of creating a software application rather than code writing. He mentioned that system development is similar to house building, where a clear blueprint is essential. In software, the blueprint is the System Development Life Cycle (SDLC). In addition, he also identified the importance of project management in system development by describing how project management effectively controls project scope, development timeline and budget.

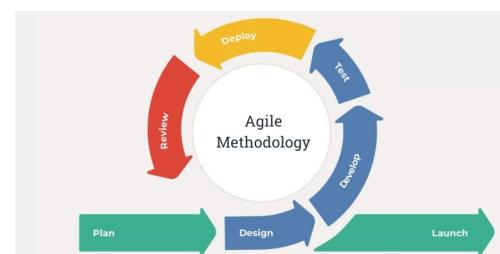


Apart from that, Ts. Hj. Abdul Alim also introduced two common project management methodologies which are Waterfall and Agile.



The Waterfall methodology applies a linear and sequential approach which is suitable for fixed-requirement projects. Although clear milestones can be offered by the Waterfall methodology, it lacks flexibility to cope with changes required.

In contrast, an iterative approach is adopted by Agile methodology which contains several short development cycles known as sprints. With high flexibility and faster feedback, Agile methodology is widely used in industries.



Basic Skills Required for Computer Science

According to the speaker, there are several foundational skills that are needed to achieve success in computer science, including:

- Programming proficiency in different programming languages
- Problem-solving skills and critical thinking
- Deep understanding of data structures and algorithms
- Communication skills and teamwork to collaborate with others

Skills Required by Industry

In addition, there are more skills that industry professionals expect, which are:

- Project management skills for development teams coordination
- High familiarity with Waterfall and Agile methodologies
- Experience with modern tools such as agentic coding

Reflections

Name	Reflection
Lim Jia An	From the talk, I learned that coding is not the only essential in computer science. Hence, I will strengthen and showcase my skills and abilities in project management and Agile when developing my projects over the next four years.
Fatin Humairah Binti Norhisham	The talk highlighted that a person shouldn't only have basic coding. They should become system architects who understand Systems Development Life Cycle (SDLC), know how to manage projects and are familiar with new technologies.
Nur Zafreen Daania Binti Mohd Wazeer	What I gained from the talk is project management and system development skills are crucial among graduates to secure a thriving career. It also highlights the importance of the Software Development Life Cycle process to ensure high quality projects.
Che Nurdiana Farahan Binti Che Rezali	The session taught that writing code alone does not give success in any project but SDLC plays a key role in it. Thus, I will apply SDLC in every project to manage my time better and improve the quality of my work and also get myself familiar with Agile.

References

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