MUHAMMAD LUQMANNULHAKIM BIN ROSLY

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PERSONAL PROFILE

Detail-oriented Information Technology student majoring in Information Management with a 3.62 CGPA seeking a 6-month internship from October 6, 2025 to April 10, 2026. Offering advanced programming skills (Java, C++, Python, Dart) with experience in mobile and web application development. Eager to apply technical expertise in a professional environment while expanding industry knowledge.

EDUCATION

Bachelor of Science with Honours (Information Technology)   **Oct 2022 - Present**
University Utara Malaysia (UUM), Changlun, Kedah

- CGPA 3.62 │ Dean's List Award for 2 consecutive semesters
- Relevant Coursework: Basic Networking, Web Engineering, Human Computer Interaction, Software Testing and Quality Assurance, Software Engineering, Mobile Engineering and System Analysis and Design.

Foundation in Engineering   **Jul 2021 - Jul 2022**
Universiti Teknologi MARA (UiTM), Dengkil, Selangor

- CGPA 3.53 │ Muet Band 4.0 │ Dean's List Award for 1 semester

Sijil Pelajaran Malaysia (SPM), Science Stream   **Jan 2016 - Feb 2021**
SMS Kuala Selangor, Kuala Selangor, Selangor

- Grade 2A+ 2A 1A- 2B+ 2B

PROFESSIONAL EXPERIENCE

Prototype Research Grant Scheme (PRGS)   **Aug 2024 - Present**
Research Assistant

- Led usability testing with 30+ elderly participants, employing structured evaluation protocols to gather critical insights for neurotherapy game enhancement.
- Translated complex user feedback into actionable development requirements, identifying key interface improvements that increased cognitive engagement by 40%.

PROJECTS

e-MusafirGo: Muslim Travel Companion App   **Oct 2024 - Present**
Final-Year Project

- Designed and developed a comprehensive mobile application for Muslim travellers using Dart and Flutter framework, incorporating geolocation services.
- Managed the entire development lifecycle using Agile principles, from initial concept to final deployment, conducting rigorous usability testing with 50 Muslim travellers.

G-Ventures 2.0: Environmental Education Game   **Dec 2023 - Feb 2024**
Game Application Developer

- Designed and implemented interactive 10 game levels for an educational application focused on environmental conservation, incorporating age-appropriate challenges.
- Created compelling environmental narratives and gameplay mechanics using Unity that effectively translated complex ecological concepts into accessible learning experiences for users aged 7-12.

Collab Task Management System   **March 2025 - May 2025**
Web Application Developer

- Independently designed and developed a web-based project management application using PHP, HTML, CSS, JS and MySQL (XAMPP) that streamlined collaboration for cross-functional teams.
- Implemented a multi-tier user authentication system supporting three distinct user roles (stakeholders, team leaders and team members) with customised dashboards and permission levels.

Customer Satisfaction Towards QR Menus in F&B Outlets   **Oct 2024 - Jan 2025**
Research Method in IT Project

- Led quantitative research analysing 100 respondents' experiences with QR menus in Changlun and Sintok using the Technology Acceptance Model (TAM), employing statistical analysis tools (Cronbach's Alpha and correlation analysis) to identify critical factors affecting digital adoption in the food service industry with 85% reliability scores.
- Developed data-driven recommendations for businesses to optimise digital transformation strategies, addressing connectivity challenges and usability issues that directly impact customer satisfaction and operational efficiency.

LEADERSHIP AND EXTRACURRICULAR ACTIVITIES

Resident Assistant, Inasis TM, Universiti Utara Malaysia   **Oct 2023 - Aug 2024**

Resident Assistant
- Served as appointed Resident Siswa managing accommodation services for 400+ students, implementing conflict resolution strategies that reduced incident reports by 30%.
- Conducted weekly safety inspections and coordinated maintenance requests, maintaining a 95% satisfaction rate among residents through prompt response to concerns.

Health-iPhamathon   **March 2024**

UUM Representative
- Selected to represent Universiti Utara Malaysia (UUM) in a prestigious healthcare innovation competition.
- Conceptualised and developed BrainBoost, which is a cognitive enhancement solution targeting memory retention in elderly populations.

Sukan Institusi Pengajian Tinggi (SUKIPT) 2024   **Jun 2024**

Athlete, Softball Competition
- Represented university in the national intercollegiate softball tournament, advancing to quarter-finals through disciplined training and teamwork.
- Maintained rigorous practice schedule of 15+ hours weekly while balancing academic responsibilities, demonstrating exceptional time management skills.

TM Clawe 2.0 Event   **Jul 2024**

Logistics Team Leader
- Led logistics operations for a university-wide event, managing inventory control systems and equipment distribution across multiple venues.
- Coordinated a team of 10 handling equipment setup, transportation and troubleshooting, ensuring zero technical disruptions during the 6-day event.

CERTIFICATES

Cisco Networking Academy   **April 2024**

CCNAv7: Introduction to Networks
- Configured network devices including switches and routers for local and remote connectivity and implemented IPv4/IPv6 addressing schemes and security best practices.

SKILLS

- **Software Development:** Proficient in Java, C++, Python, PHP, Dart, HTML, CSS, JavaScript programming languages.

- **Database:** Skilled in SQL and database management systems (XAMPP, MySQL).

- **Game Development:** Experienced with Unity and Unreal Engine frameworks.

- **UI/UX Design:** Skilled in user experience design and interface development.

- **Animation:** Adept in Adobe Animate for creating interactive digital content.

- **Microsoft Office Suite:** Advanced knowledge of Word, PowerPoint, and Excel.

- **Languages:** Fluent in Bahasa Melayu and English with professional business communication skills.

- **Collaboration:** Strong team player with excellent interpersonal communication abilities.