

Contact Me

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Linkedin Humaira Mohd Rozaini

GitHub https://github.com/mairazaini

Languages

English Proficient

Malay Proficient

Indonesian Proficient

Finnish Beginner

Skills

Languages and Frameworks

Python

JavaScript/TypeScript

Java C

HTML

CSS

Cloud and Infrastructure

AWS

Terraform

Docker

Linux/Unix

Development and Operations

Git

Jest

Playwright

Jira

Scrum/Agile

Design and Content Creation

Figma

Canva

CapCut

Wiv

PowerPoint

Databases and Storage

PostgreSQL Excel

Humaira Mohd Rozaini

Software and systems engineering student

Bachelor student in Software and Systems Engineering at LUT with a strong foundation in programming and UX/UI design. Passionate about creating intuitive digital experiences, eager to contribute to innovative projects, and develop expertise in user-centered design, prototyping, and front-end development.

Work experience

Jan 2025 - Ongoing

Marketing and Creative Design Officer

SoSA rv

Led digital marketing to enhance organizational visibility.

Designed posters, stories & videos for events using Figma & Canva.

Managed social media aesthetics & engagement across platforms.

Promoted events with more than 100 attendees, increasing participation.

Dec 2024 - Ongoing

Marketing Team Member

Hera

Designed visual content with Figma & Canva for social media and branding. Improved Wix website for better usability and responsiveness. Created posters, video ads, and email campaigns, boosting event reach. Marketed events with more than 100 attendees through digital & in-person strategies.

Jan 2022 - Sept 2022

Website Manager

Café Scientifique Rellu

Maintained and optimized the website, increasing visitor engagement by 113%. Coordinated outreach, successfully connecting researchers with an audience of hundreds. Helped scale event visibility through targeted digital strategies.

Achievements and Competitions

Nov 2025

Front-End Developer

Junction Hackathon 2025 - Kone Challenge

Developed a 2D-to-3D floor plan visualization for Kone using HTML, CSS, and JavaScript. Designed interactive UI in Figma and integrated Google Maps for real-world navigation. Collaborated using Git, ensuring seamless teamwork and version control. Received high praise from judges, who noted the project would have placed in the top 5 if additional rankings existed.

Sept 2024 - Nov 2024

First Place Winner - Business Strategy Competition

Lahti Venture Program 2025

Designed an operational and marketing plan for the 2029 World Championships. Developed data-driven business strategies that were praised for real-world feasibility and execution.

Presented findings to industry professionals, demonstrating strong analytical and presentation skills.

Education



2023 - 2026

Bachelor of Science in Software and Systems Engineering

Lappeenranta-Lahti University of Technology

CT30A2910 – Introduction to Web Programming CT60A0250 – Fundamentals of Programming CT60A4160 – Fundamentals of Software Testing

CT60A2700 – C-programming language CT30A2803 – User Interfaces and Usability



2020 - 2023

International Baccalaureate (IB) Diploma Programme

Tampereen Lyseon Lukio (Rellu)

Chemistry, Biology, and Psychology Mathematics AA, English, Malay