MUHAMMAD MAPPANYOMPA

CONTACT

☎ +81−80−8181−8209

📍 Fukuoka

in linkedin.com/in/muhmp/

✉ muhmappanyompa.306@gmail.com

github.com/muhmp

🌐 muhmp.github.io/muhmp_/

PERSONAL SUMMARY

Graduate of the Hasanuddin University and Kyushu Instiute of Technology majoring in Computer Science & Computer Engineering program seeking a position in Junior web developer and Junior software engineering. I offer with various imperative programming languages and applications.

SPECIALIZATIONS

- Web design, Web developer (Front-end)
- Interactive motion control uisong OpenGL programming

WORK EXPERIENCE

- Part-time at Yamato Transport ヤマト運輸
  - Re-arrange and organize logistics shipping items.

CERTIFICATE

- Responsive Web Design
  - FreeCodeCamp Issued 17 August 2021 https://www.freecodecamp.org/certification/muhmp_/responsive-web-design

EDUCATION HISTORY

Hasanuddin University
Bachelor of Science in Computer Science | 2014 - 2018
- Undergraduate Thesis:
  - Visualization of Human Motion in Computer Animation Using Interpolation
- Short Course program during undergraduate student:
  - Research students in Kyushu Institute of Technology, Department of Creative Informatics led by Associate Professor Masaki Oshita to work on research area in interactive computer animation techniques in 2018

Kyushu Institute of Technology
Master of Engineering | 2019 - 2021
- Master Thesis:
  - Responsive Motion Transition for Interactive Control of Walking Motion
- Project Research during master student:
  - Completed project research during Master student in Developing a Human motion using motion capture Optitrach system motive optical motion capture software in 2020

愛和外語学院 (Aiwa Language Institute)
- Japanese language school |April 2021 - Now

TECNICAL SKILLS

Websites
- Markup language for web development using HTML, HTML5, CSS, JavaScript
- JavaScript framework library React Js
- Prototype UI/UX design using Figma

Programming languages
- Java, c++, object-oriented programming, developing, debugging code, and designing interfaces

Computer Graphics
Interactive computer animation using OpenGL programming using C++
- Motion control interface using Motion Capture
- Beginner at game development using Unity