MUHAMMAD NURIMAN QUDDUS BIN FAIZUL

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Education

INTERNATIONAL ISLAMIC UNIVERSITY MALAYSIA   Gombak, Selangor
Degree, Mechatronics Engineering.   2024

SEKOLAH MENENGAH SAINS TAPAH   Tapah, Perak
Pure Science   2020

Experience

Cartridge Gaming Company
Software Engineer   Full time February 2025 – Present
- Works on the design and implementation of a self-custodial embedded wallet system using Starknet's account abstraction, enabling seamless onboarding with Passkeys.
- Collaborated cross-functionally to embed blockchain logic into the game engine, enabling real-time asset transfers and immutable gameplay outcomes.

EDS Communication Sdn. Bhd.
Full-stack Software Engineer   Contract August 2024 – February 2025
- Engineered a high-performance, cross-platform mobile application using Flutter, delivering a seamless, visually stunning user experience with buttery-smooth animations and lightning-fast responsiveness.
- Architected and built a scalable, high-performance backend using Go (Golang), capable of handling massive concurrent users while ensuring data integrity, security, and real-time synchronization.
- Designed and implemented a robust CI/CD pipeline using GitHub Actions and Docker, enabling rapid, automated deployments with zero downtime and ensuring continuous integration for a flawless development lifecycle.
- Optimized the entire stack for peak performance, reducing load times by 40% and improving app stability, resulting in a less overhead and performance boost in our system.

MULHAQ
Software Engineer   Contract May 2024 - October 2024
- Designed and implemented a custom user management and project management system tailored to specific organizational needs.
- Developed intuitive project tracking functionalities to enhance team collaboration and visibility.
- Implemented role-based access control to manage user permissions effectively across the platform.
- Created real-time project status update features to keep stakeholders informed and improve decision-making.

AZMI PRODUCTIONS
Lead Software Engineer   Full time November 2023 – December 2024
- Developed and maintained multiple corporate websites, web apps, and mobile applications ensuring optimal performance and user experience.
- Implemented industry-standard best practices in product design, adhering to current web development guidelines and accessibility standards.
- Architected and built a comprehensive user management system for a basketball community platform, streamlining member interactions and administrative processes.
- Implemented role-based access control to manage user permissions effectively across the platform.

OPEN SOURCE

- Responsible for creating a website for a IIUM's national-level hackathon event, which will be joined by various universities in Malaysia.
- Simplified iMa'luum - Develops a revamped version of IIUM's student portal that brings a more modern and user-friendly design
- MaLLaM NPM - Developed a NPM library that is a wrapper around Malaysia Large Language Model(MaLLaM) for NodeJS users to use their API easily.
- MaLLaMChat - Created an AI chatbot that uses Malaysia Large Language Model(MaLLaM) that enables continuous conversation for users to chat anything about Malaysian context.
- Shadcn/ui - Improves the documentation for one of the biggest component libraries that solves installation issues for thousands of users.
- TechForPalestine - Provides datasets for leveraging AI in creating technologies to help in current world conflicts.
- Dragondex - Develops an API endpoint that scrapes and serves the data for Dragon City community.
- FuelMY - Develops a mobile app that tracks real-time price for fuel gas prices in Malaysia provided from OpenDOSM.

Skills & Interests

Technical: Typescript, Javascript, Golang, Flutter, React.js, React Native, Next.js, Github Actions, Docker, AWS, CSS

Language: Malay, English