Ariff Azman

Software Engineer

An independent and self-motivated person.



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github.com/opariffazman

WORK EXPERIENCE

IT Engineer

ExxonMobil KL Business Support Center

09/2021 - 06/2022

Kuala Lumpur

Accomplishments

- Automated 100% cleanup of orphaned business contents mitigating human intervention for deletion of critical files involved in Business Continuity Plan.
- Migrated 100% of API from cloud for platform retirement saving cost with 90% of work documentation for handover prepared.
- Experienced in Azure DevOps CI/CD Pipelines improving efficiency on work for API configuration, build, release and test by 100%.

Contact : Ee Chian, Toh - +60122002360

Infrastructure Automation Engineer Petronas Digital Sdn. Bhd.

10/2018 - 09/2021

Kuala Lumpur

Accomplishments

- Automated 90% overall on-premise hypervisor operational tasks including infrastructure health check, servers provisioning and disaster recovery process decreasing time for completion by 97%.
- Developed quality of life tools to increase operational tasks efficiency & productivity by 80%, reducing human errors and mitigating needless system downtime by 100%.
- Optimized and consolidated operational data footprint across multiple sites to enable faster delivery of new compute on demand request increasing provision speed by 83%.

Research Officer

Universiti Tenaga Nasional 🗷

04/2017 - 04/2018

Putrajaya

Putrajaya

Achievements/Tasks

- Gathered and documented 100% of the software requirements specifications for a new system for easy handover process.
- Implemented 50% of the functional and non-functional requirements according to the specifications.
- Integrated 50% of the new system with existing systems to capitalize on the processed information for lecturers' usage.

Contact: Hazleen Binti Aris - +60196462840

EDUCATION

BCS. Software Engineering (CGPA: 3.63)

Universiti Tenaga Nasional

Requirement Engineering &

09/2017 Courses

Data Structures & Object

 Software Project Management.

System Design.

Oriented Programming.

Software Quality & Software Testing.

SKILLS

HTML5, CSS3, ES6 Python Git, CI/CD Unreal Engine 5

PERSONAL PROJECTS

Co-Author for a publication paper of International Journal of Mobile Human Computer Interaction <a>

- Article Simple Screen Locking Method Using Randomly Generated Number Grid on Image.
- Based on final year's project "Secure Yet Simple Lock Screen" which points out the flaw of smartphone's lock screen method with a near perfect counter measure.

Developed Progressive Web Application

- For recording of Masjid funds & transactions in accordance from Majlis Agama Islam Melaka (MAIM)
- Open source & non profit voluntary work.

Developed CRUD RESTful JSON API

 Open source for learning containerization of python API with complete Postman documentation for usage

Published open source game modifications for PC Video Games from AAA studios 🗗

- Red Dead Redemption II
- The Witcher III: Wild Hunt
- Fallout 4
- State of Decay 2

ACHIEVEMENTS & CERTIFICATES

ITIL Foundational Level (2020)

Microsoft Certified: Azure Fundamentals (2021)

LANGUAGES

English

Full Professional Proficiency

Bahasa Malaysia

Native or Bilingual Proficiency

INTERESTS

PC Building

Video Gamina

Bleeding Edge Tech

Reverse Engineering