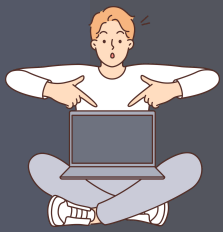


# Overview of ICT Jobs in Clarity Techworks Sdn. Bhd



## Executive Summary

Clarity Techworks Sdn Bhd, a new subsidiary of Clarity Techworks Pte Ltd, is making strides in the FinTech industry, which aims to bring cryptocurrencies to a wider audience. From finance to healthcare and logistics, this initiative challenges the common perception that cryptocurrencies are solely for investment purposes. The company recognizes the importance of understanding ICT jobs before entering the field, such as balancing academic pursuits, internship experiences, and the realities of professional life is crucial for aspiring ICT professionals. Effective communication, problem-solving skills, creative thinking, and punctuality are some of the essential qualities for success in this field in long term business. Clarity Techworks Sdn Bhd emphasizes the distinction between internships and full-time employment. This company painted itself in a positive light from their valid pre-requirements and also the satisfaction retributed from their staffs expressed during the talk.



## Introduction

Clarity Techworks Sdn Bhd is a new subsidiary of Clarity Techworks Pte Ltd, which also includes the Rapidz development and operational teams. Rapidz's ecosystem aims to "bring bitcoins to the masses." Rapidz Pay is designed to allow quick and easy payments or redemptions of retail products and services using cryptocurrencies, with the goal of dispelling the common belief that cryptocurrencies are only for investment purposes. Backend, Frontend, Mobile (Android+iOS), UI/UX, and QA are the development teams. The operational team is responsible for merchant and end-user support. Development work is done using modern agile practices and is constantly pushing the envelope for technological advancements in the rapidly changing landscape of blockchain technology.



## Reflection

The career talk has provided clear information for us to become a better role in industry for the future. Personally, I think that all of their words are motivating for me, especially the ones from Ms. Syarifah, Ms. Izzah and Mr. Saiful, since their jobs, which are Web Developer and UI/UX designer, are closer to our programme. Problem solving, creativity and time management are really the most crucial points to be a programmer and designer, as if we don't spend enough time for us to create something that is unique and helpful, none of the problems will be solved. Work life will be quite different compared to study life and internship, during work life we can make mistakes but it should be limited to avoid affecting the organization, while we are on trial and error during study life. We should be flexible enough in order to shift from the comfort zone we used to be for us to perform well in our future jobs. Overall, we should keep on learning on the way, and push ourselves to do better at what we already can.



## Content

Nowadays, gaining an understanding of ICT jobs before entering the field is important. Balancing academic pursuit, internship experiences and the realities of professional life is an aspect highlighted in the discussion.

Six speakers participant in this talk:

Mr.Yee – Chief Technology Office : Technologies used by the company

1. Native iOS - Swift
2. Native Android - Kotlin
3. Web & API - PHP (Laravel), Vue.js 3, Inertia.js, Typescript, SASS
4. Databases - My SQL, Redis, SQLite, MongoDB
5. DevOps - CI/CD, Automated Tests
6. Infrastructure - Linux (Ubuntu), nginx, Digital Ocean, Cloudflare
7. Blockchain - Solidity, ERC20, ERC721, BEP20, web3.js

Ms.Liyana – QA Testing Analyst : Work life experience

1. Can make mistakes, but limited.
2. Learn to be more independent.

Ms.Syarifah – Junior UI/UX Designer : Skills

1. Communication is important so that people understand what you express.
2. Problem-solving is a responsibility, and cannot be ignorant when asked.
3. Creative thinking so that the product is high quality.
4. Punctuality to make sure everything can be processed on time.
5. Attention to detail, requires being keen to see if the final product is correct.

Mr.Ridwan – Junior Android Developer : Work Life VS Studies & Internship

Studies & Internship	Work Life
Theoretical	Practical
Have someone to teach	Learn by ourselves
Short-term	Long-term
When something goes wrong, you do not hold responsibility	Each action must be held accountable

Ms.Izzah – Junior Web Developer : Skills learned in work life

1. Programming languages
2. Framework and libraries
3. Version Control
4. Responsive Design: Design the system compatible in both devices

Mr.Saiful – Junior Web Developer : Things learned in work life

1. Structure: Able to work more dynamic and varied.
2. Learning VS Application: Involve applying knowledge
3. Time commitment: Rigid schedule
4. Minimize mistake: Avoid affecting overall organization

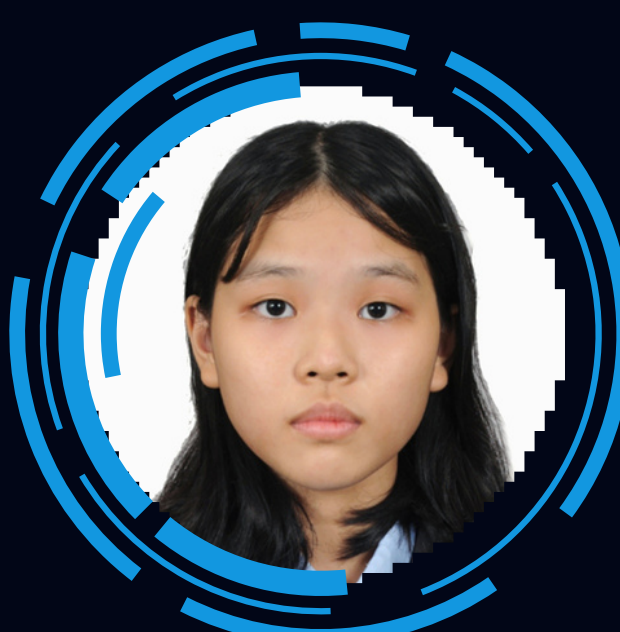
GROUP 3  
THREE-TREES



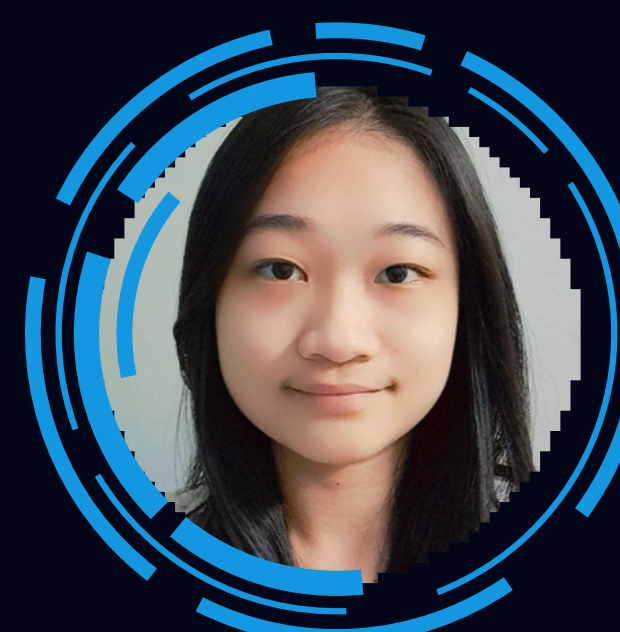
RADEN SALMA HUMAIRA  
A23CS0264



LOH HUI YI  
A23CS0106



LEE JIAN AI  
A23CS0234



ONG JIE MIN  
A23CS0259



SOO ZHEN YANG  
A23CS0270

"Keep learning all the time, keep pushing to do better at what you do."