

EVAN ARNOLD JUINIS

BACHELOR IN COMPUTER SCIENCE
(MULTIMEDIA COMPUTING) WITH HONOURS

CONTACT

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LANGUAGES

- English
- Malay

EDUCATION

**Bachelor in Computer Science
(Multimedia Computing), UNIMAS,
CGPA: 3.35**

2023 - Present

Foundation in Life Science, UNIMAS

Pre-University

2022 - 2023

**Sijil Pelajaran Malaysia, Sekolah
Menengah Saint Francis Xavier
Keningau (5A)**

2021

AWARDS & CERTIFICATIONS

- Dean's List Award, Semester 4
- Tarian Citrawarna, third placed

SKILLS

- Teamwork
- Communication skills
- Negotiation skills
- Adaptability skills
- Problem-solving skills
- Organization and time management skills
- Microsoft Office (Word, Excel, PowerPoint)
- C, C++, MySQL, html, CSS, Java, JavaScript

PROFILE

As a Computer Science student who is motivated and passionate that specialising in Multimedia Computing, I am seeking an internship to apply my academic knowledge and technical skills to real-world projects. Eager and willing to learn, contribute and grow within a professional team.

WORK EXPERIENCE

Extra Curricular Activity

Event Organiser - Exco Logistic MPU Outdoor Recreation ('Jom Bersihkan Pantai') Community Service Program under MPU 3492 Outdoor Recreation at Pantai Lundu

Faculty Engagement

Creating and designing statistic for yearly graduates employability as a poster that appointed by a faculty lecturer to assist in a graduate employability project for the university.

Food And Beverages

- Tealive (Bartender and Cashier) - Part-time as a bartender and cashier for Tealive for 1-month.
- Chen Wah Restaurant - A full time working as a waiter, cashier and stock clerk in a Chinese Restaurant.

ACADEMIC AND PERSONAL/GROUP PROJECTS

JavaScript Math Quiz Game (personal project)

Designed and developed an interactive math quiz application using JavaScript, HTML and CSS. Implemented game logic for random question generation, score tracking and timer functionality. Deployed live on GitHub Pages.

App Creator and Designing using Figma (group projects)

Developed and designed an application for transportation ticketing app using Figma. Generating an application for users to buy tickets and choose their preferred time, date and payment methods. Designing a balance UI/UX for users to interact with the app smoothly.