

Shahathir Iskandar

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ABSTRACT

Versatile and motivated 21 year-old Malaysian Software Engineering Undergraduate from Universiti Kuala Lumpur with an affinity for information technology and software development. I am eager to continue expanding my skills and contribute to innovative projects for companies in the tech industry. Based in Batu Caves, Selangor, I am looking for at least 4 to 6 months of industrial training or internships to start on the 1st October 2024 until 28th February 2025.





EDUCATION

- **Bachelor of Information Technology (Hons.) in Software Engineering** Kuala Lumpur, Malaysia
Universiti Kuala Lumpur - Malaysian Institute of Information Technology Sept 2021 - Feb 2025
 - CGPA: 3.79/4.00 (Expected 1st Class Honours) — Foundation Year: 3.67/4.00 — SPM: 3A+, 6A, 1B+.
 - 6 time Dean's List Award recipient.
 - Relevant Coursework: Object-oriented Programming, Data Structures & Algorithms, Internet Programming, Mobile Computing, Database Systems, Software Testing, Computer Network.




TECHNICAL SKILLS

Programming Languages: Java, PHP, Typescript, Javascript, Python, Dart, HTML/CSS.
Frameworks: NextJS, NodeJS, Jakarta (J2EE), Java Ant, Vanilla PHP, Flutter, Tailwind CSS.
Databases: MySQL, NoSQL, Appwrite, SQFlite, PrismaDB, MongoDB, Derby JDBC.
Cloud & DevOps: Git, Docker, Vercel, Netlify, DigitalOcean, Google Cloud.
Coding Tools: VSCode, Netbeans, Eclipse, XAMPP, Apache Web, Nginx, Glassfish, Android Studio.
Software Tools: Figma, Photoshop, Illustrator, Canva, Powerpoint, Word, Excel, Overleaf (LaTeX).

PROJECTS

- **Catalogd**  — *Final Year University Project* Sept 2023 – June 2024
 - Built a full-stack social cataloging web application tailored to meet the needs of the video game community.
 - Implemented secure NextJS auth with SSO, fetched video game data through a public REST API, styled UI components with Tailwind CSS, and integrated Appwrite database collection as a service for catalogs.
- **AI Game Recommender**  — *ML/Gen-AI Recommendation Project* March 2024 – June 2024
 - Developed a web application that leverages AI through vector embedding to provide personalized video game recommendations through vector search and similarity suggestions.
 - Leveraged Mistral AI and DataStax to calculate vector embeddings, integrating over 1500 video game titles.
- **EduCafe Booking**  — *Full-stack Java Web Project* Sept 2023 – Jan 2024
 - Built a full-stack school cafeteria service web app for remote food bookings and management.
 - Developed the UI with JSPs and Servlets, implemented business logic with EJBs, and integrated a MySQL database for efficient data management and storage.
- **My PHP Docker**  — *Full-stack PHP Web Project* Jan 2023 - March 2023
 - Utilized Docker Compose for local development, deployed on DigitalOcean Ubuntu VM, and designed a responsive UI with Tailwind CSS to showcase various PHP projects.

CERTIFICATES

- **Google IT Automation with Python Specialization**  — *Coursera*
 - Utilized Python scripting to automate tasks and manage IT resources across physical & cloud-based VMs.
- **Google IT Support Specialization**  — *Coursera*
 - Acquired skills for entry-level IT support, including computer assembly, networking, installation & service. Gained experience in troubleshooting & debugging, and proficiency in using Linux, DNS, & CLI.
- **Google Cybersecurity Specialization**  — *Coursera*
 - Developed an understanding of cybersecurity practices and their impact using SIEM tools.
- **Malaysian University English Test (MUET)** — *Majlis Peperiksaan Malaysia (MPM)*
 - Band Achieved: 4.5

ORGANIZATIONS

- **Software Engineering and Programming Club UniKL MIIT** — *Club Member*
 - Was actively involved in activities & workshops held by the club to promote a software engineering culture.
- **Developer Student Club UniKL MIIT by Google Developers** — *Club Member*
 - Joined and worked closely with other team members in workshops on PHP, Laravel, Flutter, Javascript and Git.