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 software development ranging from web, mobile and desktop applications. Dedicated team player with a strong work ethic, adept at handling pressure, and committed to continuous learning. Eager to continue expanding my skills and contribute to innovative projects for companies in the field of IT and software development. Looking for internship opportunities to start on the 1st October 2024 until 28th February 2025. Willing to commit to at least 4 to 6 months of internship duration.

Education

Bachelor of Information Technology (Hons.) in Software Engineering　　　　　**Sept 2021 – Feb 2025**
Universiti Kuala Lumpur - Malaysian Institute of Information Technology　　　　　*Kuala Lumpur, Malaysia*
- **Current CGPA: 3.79/4.00** - 5 Dean's List Awards

Foundation in Science　　　　　**June 2020 – June 2021**
Universiti Teknologi MARA　　　　　*Selangor, Malaysia*
- **CGPA: 3.67/4.00**

Malaysian Certificate of Education (SPM)　　　　　**2015 - 2019**
Sekolah Menengah Kebangsaan Sungai Pusu　　　　　*Selangor, Malaysia*
- **3A+, 6A, 1B+**

Technical Skills

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

Notable Projects

Catalogd ⬈ | A Social Cataloging Web App for Video Games　　　　　**Sept 2023 – Present**
TypeScript, NextJS, Tailwind CSS, Appwrite, REST API　　　　　*Final Year University Project*
- Catalogd is a full-stack social cataloging web application tailored to meet the needs of the video game community. A platform where gamers can catalog their gaming experiences, discover titles, share reviews, and connect.
- **Features include:** title cards, title information, title search, tailored lists, genre filter, title cataloging, rate & review, AI recommendation, similarity suggestions, vector search, public chat room, responsive web & mobile UI.
- Implemented secure authentication with the help of NextJS and Appwrite auth documentation.
- Worked on fetching thousands of video game data through RAWG API by using NextJS API routes.
- Utilized Tailwind CSS to create beautiful UI for each page of the web app.
- Integrated Appwrite database as a BaaS to store each profile's game catalogs.

AI Game Recommender ⬈ | Data & ML/AI Recommendation Web App　　　　　**June 2024**
TypeScript, NextJS, Tailwind CSS, DataStax, Mistral, REST API　　　　　*Personal Project*
- A web application that leverages AI through vector embedding to provide personalized video game recommendations through prompts & vector search.
- Over 1500 video game titles recognized for vector search recommendations integrated into Catalogd.
- Integrated Mistral AI with DataStax to calculate vector embedding for each video game title data.

My PHP Docker ⬈ | Full-stack PHP Web App　　　　　**March 2023**
PHP, MySQL, Apache Web, Tailwind CSS, Docker, DigitalOcean (Linux)　　　　　*University Project*
- A full-stack web application to show my past PHP university projects for Internet Programming class.
- **Projects include:** vehicle rental management system, my movies, cars database & fun calculators.
- Used Docker Compose for portable local development & deployed on a DigitalOcean Ubuntu VM.

EduCafe Booking ⬈ | Full-stack Java EE Web App　　　　　**Jan 2024**
Java, Java Enterprise Edition (EE), MySQL, Tailwind CSS　　　　　*University Project*
- A full-stack school cafeteria service web app for remote food bookings and managing.
- Designed and developed the web app's UI layer using JSPs & Servlets for a user-friendly experience.
- Implemented the business logic layer using EJBs to handle the application's core functionalities.
- Integrated the MySQL database to manage and store all relevant data efficiently.

Easy Conference ⧉ | **Conference Registration Flutter Mobile App** June 2023

Dart, Flutter, SQFlite, Android Studio *University Project*
- Developed a full-stack Flutter mobile app to allow registration to a conference.
- Worked on the SQFlite backend to ensure secure authentication, correct data storing & retrieval.

RAWG to CSV ⧉ | **Python Fetch API Script** June 2024

Python, SQLite, CSV, REST API *Personal Project*
- Developed a comprehensive data pipeline to fetch, process, and store video game data from the RAWG API, and export it to various formats including SQLite databases and CSV files.
- Successfully retrieved and processed data for over 4000 video games.

Certificates

Google IT Automation with Python Specialization ⧉ April 2024

Coursera
- Leveraged Python scripting to automate tasks and manage IT resources at scale across both physical and cloud-based VMs. Utilized Git and GitHub for version control.

Google IT Support Specialization ⧉ April 2024

Coursera
- Acquired skills for entry-level IT support, including computer assembly, wireless networking, software installation, and customer service. Gained experience in end-to-end customer support, troubleshooting, and debugging, and proficiency in using Linux, DNS, CLI, and binary code.

Google Project Management Specialization ⧉ Dec 2023

Coursera
- Acquired an understanding of the skills essential for an entry-level project management role. Gained knowledge of Agile project management.

Malaysian University English Test (MUET) Oct 2021

Majlis Peperiksaan Malaysia (MPM)
- Band Achieved: 4.5

Extracurricular

Software Engineering and Programming Club UniKL MIIT Sept 2023 – July 2024

Club Member
- Was actively involved in activities and workshops held by the club that promotes a software engineering culture within the university's student developer community.

Developer Student Club UniKL MIIT by Google Developers Sept 2022 – Sept 2023

Team Collaborator
- Joined and worked closely with other team members in workshops on PHP, Laravel, Flutter, Javascript and Git with a cumulative total of more than 100 participants. Was actively involved in the Google Developer Group (GDG) within KL and the greater Malaysian community.

Relevant Coursework

- ISB10103 Principles of Computer Programming
- IGB10403 Discrete Mathematics
- IGB20303 Probability and Statistics
- ISB30503 Data Structures and Algorithms
- IEB20603 Database Management Systems
- ISB16003 Object-Oriented Programming
- ISB42503 Internet Programming
- ISB26603 Mobile and Ubiquitous Computing
- IEB21703 Computer Networking
- ISB38104 Software Testing

Work Experience

Storekeeper Jan 2020 – May 2020

99 Speedmart Sdn Bhd *Full-Time*
- Coordinated with the store manager to restock inventory as needed, performed regular stock checks and reported any issues to the store manager immediately.
- Organized the store area for ease of access and optimal space utilization.

Spoken Languages

- Malay - Full Native Proficiency
- English - Full Working and Independent Proficiency

References

Ts. Zanariah binti Abu Bakar **Supervisor/Lecturer**
Universiti Kuala Lumpur MIIT *zanariah@unikl.edu.my, +60122386346*
Ts. Dr. Farahwahida binti Mohd @ Bakar **Head of Industrial Linkages**
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