SHARIFF MUKHLIS RAHMATULLAH

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OBJECTIVE

Creative and passionate Interactive Media student from University Technical Malaysia Malacca (UTeM) with progressive experience in writing code and 3D design. Aspire to seek available position related to Frontend Developer or UI/UX Designer. **Available for internship in October 2023**

EDUCATIONAL BACKGROUND

Universiti Teknikal Malaysia Melaka (UTeM)   **October 2020 - Recent**
Bachelor with honor of Computer Science (Interactive Media)
Major: Computer Science Minor: Interactive Media
GPA: 3.5   CGPA: 3.55

Kolej Matrikulasi Perlis (KMP)   **May 2019 – May 2020**
Accounting
Major: Account Minor: Business Management
GPA: 3.92   CGPA: 3.92

AWARD & RECOGNITIONS

- Dean's List Award for Undergraduate Study   **October 2020 – Recent**
- Pegawai Waran 2 Kadet Remaja Sekolah   **2017**
- School Best Cooperator   **2015-2017**

WORK EXPERIENCE

Kubah Global Enterprise   **2020-2021**
Electrician Helper part-timer
- Prepared and organized materials and tools needed for each job, ensuring efficiency and productivity.
- Assisted in the pulling and routing of electrical cables and conduits.
- Maintained a clean and safe work environment, adhering to company policies and regulations.

Freelance Graphic Design   **2019 – Recent**
- Collaborated with clients to understand their design needs, objectives, and target audience.
- Created visually appealing designs, including logos, branding materials, social media graphics, and marketing collateral, using Adobe Creative Suite (Photoshop, Illustrator, InDesign).

PROJECTS

MOZAC Class Attendance System   **2023**
Leader of Group Assignment Project

The Mozac Class Attendance System is a web-based application developed collaboratively by a team of students. It is designed to streamline and automate the process of recording and managing class attendance for educational institutions. The project was implemented using HTML, CSS, JavaScript, and PHP technologies.
Refer to the repository stated:
https://github.com/shariffmukhlis/classattendancesystem

PROJECTS

Electrical Equipment Management System   **2022**
Leader Group Assignment Project

The Electrical Equipment Management System is a Java-based desktop application developed as a group assignment project. It utilizes graphical user interface (GUI) design and object-oriented programming principles to facilitate efficient management and tracking of electrical equipment within an organization or facility.

Skill that needed for this project is Object oriented programming, Java language, Database language, UI design and mySQL.

James Clear Website Replication   **2021**
Personal Project

For my personal project, I undertook the replication of the James Clear website using HTML, JavaScript, SCSS (Sass), and CSS. The objective of this project was to gain hands-on experience in front-end web development while studying and reproducing the design and functionality of the original website.

Skill needed for this project is HTML, Javascript, CSS, and SCSS. The design is responsive that can use for both desktop and mobile app
https://github.com/shariffmukhlis/jamesclearreplicate.github.io

EXTRACURRICULAR INVOLVEMENT

Panca D' FTMK Program   **2023**
Team of Multimedia

Work as a team to created all poster, banner, logo, jersey design for the Panca D'FTMK program

Pusat Islam Kolej Matrikulasi Perlis   **2019-2020**
Biro of Multimedia

Pembimbing Rakan Dinamik Kolej Matrikulasi Perlis   **2019-2020**
Biro Kerohanian

School Representative for Tennis   **2018**
School Representative for Volleyball   **2017**

SKILL & LANGUAGE

Programming	: C++ (Intermediate), Java(Intermediate), HTML5 (Intermediate), JavaScript(Intermediate), PHP (Intermediate), MySQL (Intermediate), CSS(Intermediate), SCSS(Intermediate), Bookstrap (Beginner), Flutter Dart (Beginner)
Software	: Adobe Photoshop (Intermediate), Adobe Illustrator (Expert), Adobe Premier & After Effect (Intermediate), Blender (Intermediate), Microsoft 365 (Expert), Visual Studio Code (Expert), Visual Studio (Intermediate), Unity (Beginner), Neovim (Intermediate)
Language	: Malay (Fluent), English (Intermediate)
Others:	: 3D Design, Character Design, Videography, Photography, Art

REFERENCE

TS. Norazlin Mohammed
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