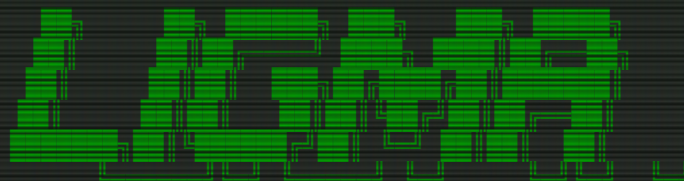




AAU Systems (tm)
Linked Interface for Governmental Manpower Archived (LIGMA)



LIGMA v 1.5.7
(c) 2025 AAU SYSTEM
--AUTHORIZED PERSONNEL USE ONLY-- O

[Profile]

[Timeline]

[Projects]

Systematic User Guidance & Management Algorithm (SUGMA)

System Administrator (SYSADM) - ALHAM AQIF

Welcome to the Systematic User Guidance & Management Algorithm (SUGMA). Below is a personnel file currently on record for internal review.

ID >> 24007454

Name >> Alham Aqif Uzair Bin Hamidi

Email >> alhamaqifuzair@gmail.com

Location >> MALAYSIA

Subject >> WebDev Sem 2

Current >> UTP Undergraduate Student

Previous >> UNITEN Foundation Student

Last Updated >> June 2025

SKILL LIST

- ENTRY-LEVEL in HTML
- ENTRY-LEVEL in CSS
- ENTRY-LEVEL in JS
- ENTRY-LEVEL in Python
- ENTRY-LEVEL in C#
- ENTRY-LEVEL in C++
- ENTRY-LEVEL in SQL
- ENTRY-LEVEL in Blender
- ENTRY-LEVEL in Onshape
- ENTRY-LEVEL in Unity
- MID-LEVEL in Scale modelling

REBOOT

TIMELINE BY: JUNE 2025

SYSTEM STATUS: OFFLINE

CV TIMELINE

2025 - Present



UTP Student

IT UG - Working
on a game for
OOP Subject.

Worked on a
database system
for a clinic
franchised.

worked on a
system to
predict droughts
and floods.



2023- 2024

Foudation

Tenaga Nasional
University -
Created html

websites as part of the curriculum. Worked on an academic program interface

2020 - 2023

High School Student

COVID- Brought a 3D printer. Learn CAD on Onshape. Successfully setup the G-Code. Learn Blender and successfully created and render a donut

PROJECTS

Below are some of the projects I have worked on:

Game Development - Developed a game as part of the Object-Oriented Programming course at UTP.

Database System - Created a database system for a clinic franchise, focusing on patient management and appointment scheduling.



Environmental Prediction System - Worked on a system to predict droughts and floods, utilizing data analysis techniques.

Web Development - Created HTML websites and an academic program interface during my foundation studies at UNITEN.

3D Printing - Brought a 3D printer during high school, learned CAD on Onshape, and successfully set up the G-Code.

Blender - Learned Blender and successfully created and rendered a donut, showcasing my skills in 3D modeling.

PROJECT IMAGES

Project	Year	Description	Preview
WIP Game	2025	An unfinished level.	
Blender Donut	2023	Modelled and rendered a donut in Blender	

[Download CV](#)

[View Github Source Code](#)

[Shader code, Mack Richardson- Fallout Terminal Inspired CSS Theme](#)
[View on CodePen](#)

All data is confidential and should not be shared
without proper authorization.
© 2025 AAU Systems. All rights reserved.
For internal use only. Unauthorized access is
prohibited.