

Q&A



From University to the Real World: What Tech & Design Careers Are Really Like

January 2026, MMU Cyberjaya



From university to the real world

What Tech & Design Careers are Really Like

The Speakers



Anwar Zaid

Software Engineer
(MMU Alumni)



Szu Jean

Graduate Software
Engineer (MMU Alumni)



Ferguson Nobel

Senior Product Designer



Daniel Joshua

Senior Technical
Product Manager

📍 CNMX1005, Central Lecture
Complex, Multimedia University

📅 Thursday 29th January 2026
7:30PM-10:00PM



Our journey into

Software Engineering





Anwar Zaid

Associate Software Engineer

(2022 Software Engineering Graduate)

Associate Software Engineer at SEEK, worked across multiple teams on full-stack development (AWS infrastructure, APIs, Graph and UI).

Software Engineering graduate from MMU Cyberjaya who got an early start through hackathons (including MyHackathon by Cradle) and freelance development work.



Tan Szu Jean

Graduate Software Engineer

(2025 Software Engineering Graduate)

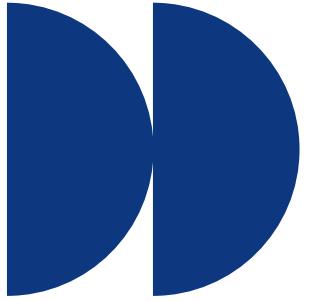
Graduate Software Engineer at SEEK, currently in first rotation working on backend development across AWS infrastructure and services with TypeScript.

MMU Melaka graduate (AI major) who enjoyed putting theory into practice by joining competitions and experimenting with new tech.



WHAT WE DID BACK AT MMU

Going Beyond the Syllabus During Our Time at University



Knowledge Exposure



Competitions



Freelancing



YES, WE WANNA TALK ABOUT THE SHIFT FROM STUDENT

Life After The Syllabus. What Changed When We Started Working

- Exposure to industry standard
- Mobility
- Quality > Quantity



What It's Actually Like Working at SEEK





Collaboration

Developer Experience



Flexibility

WHAT TO FOCUS ON? POTENTIALLY?

Stacks, Skills, and What's Worth Your Time

Closing Remarks

“

Just Do It!

“

There Is No
Perfect Solution

“

Team Over Hero

Thank you

THIS WAY FORWARD





My journey into

Product Design

(and what I wished I knew earlier)





Heya, I'm Ferguson

- Sr. Product Designer @ SEEK
- Design & Research for the Candidate Management Platform & Role Requirements

What we'll cover today

1 How I got my first job

2 How my career evolved

3 What I wished I knew

Part 1

How I got my first job



Where it all started

From Games to Design

Enrolled in a
Games Design course

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Coded & Illustrated Digital Games

- Programming & algorithms
- User behaviour
- Concept art

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Moved on to Design Post
Graduate Course

- Design fundamentals
- 3D Design, Animation
- Graphic Design
- Interaction Design Basics

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UI/UX Design Bootcamp

- Practical UI/UX skills
- Detailed UX guidance

Creating a portfolio

3

Case studies

Redesign a popular app

Solving a social problem

Fictional, fun app idea

Redesign a popular app

Instagram Shops Redesign

Solution

Redesign #1: Landing Page

Try Prototype

Before

A screenshot of the Instagram Shops landing page at 2:35. It features a grid of product thumbnails. At the top, there are tabs for 'Shops', 'Editors' Picks', and 'Collections'. Below the tabs, there's a 'Continue Shopping' button. The main grid contains items like a black t-shirt, a white mug, a black wallet, a basketball player in a jersey, and a green water bottle.

Users mentioned that there wasn't enough information on the screen such as the price, and that products were not categorized.

After

A screenshot of the Instagram Shops landing page at 9:41. The layout has been updated. At the top, there are tabs for 'Popular', 'Newest', 'Collections', and 'Street'. Below these, there are two sections: 'Recommended for you' and 'Trending'. Each section shows three products with their names and prices: 'Basic Tee Pack RM 60.00', 'Red Hoodie RM 150.00', 'B Ripped Jeans RM 200.00' under 'Recommended for you'; and 'Air Max Sneakers RM 120.00', 'iPhone X RM 800.00', 'Levi's Jeans RM 180.00' under 'Trending'. A 'See all' button is located at the bottom of each section.

Redesigned the entire landing page layout to showcase recommended and trending products

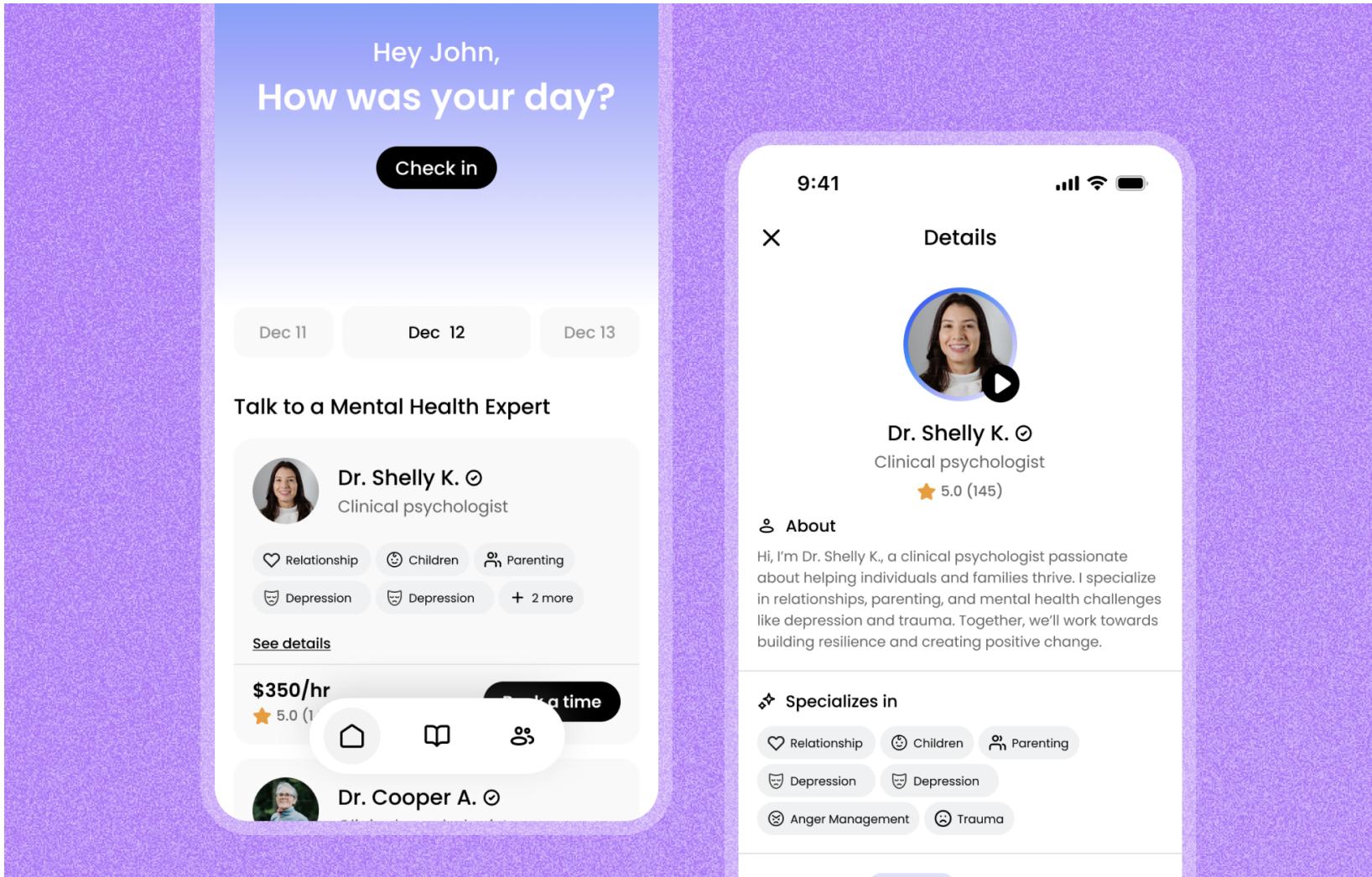
Products can also be organized according the different categories

Each product now has a name and a price on it. The currency being shown is consistent and based on the user's location.

seek

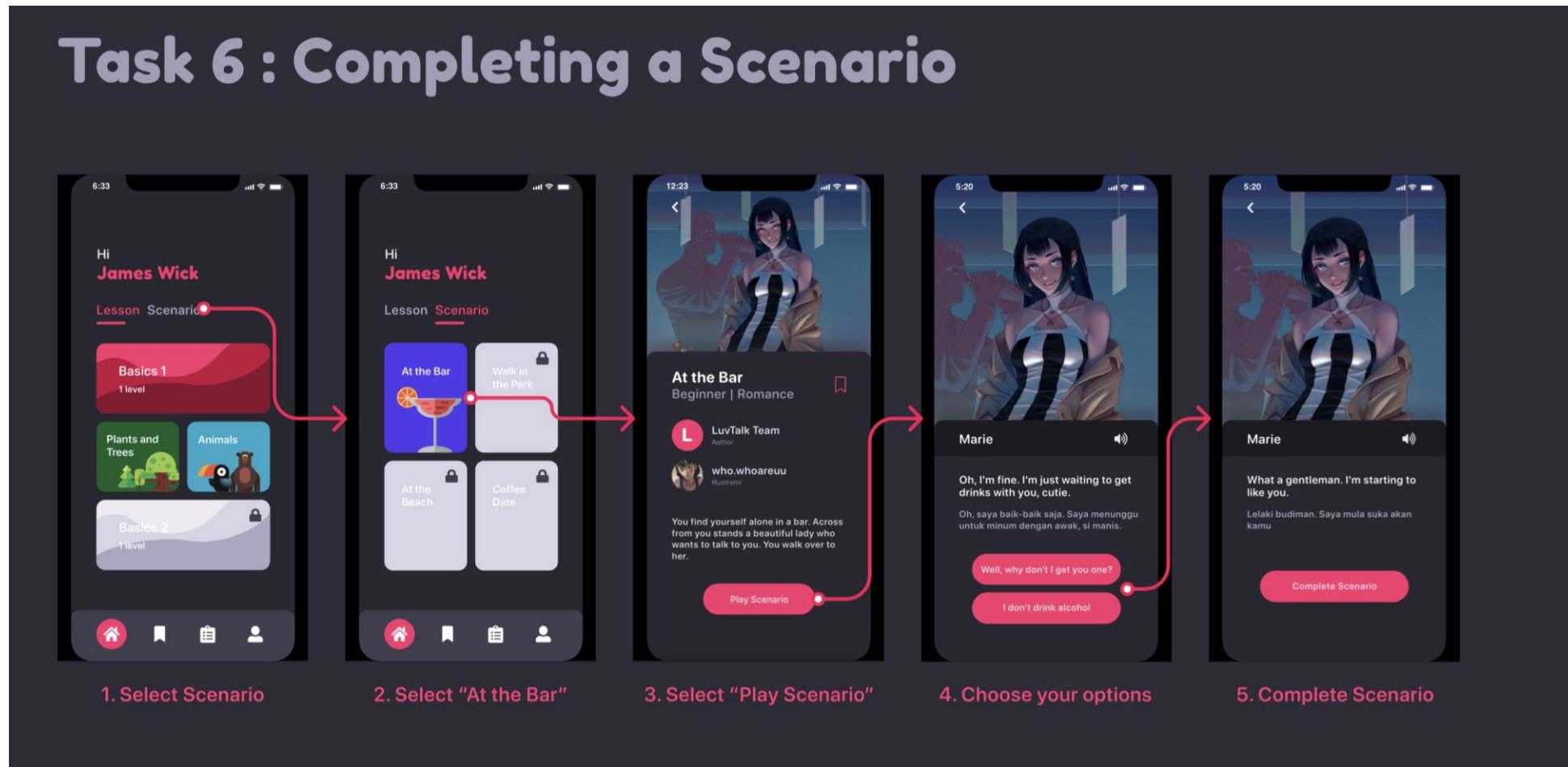
Solving a social problem

Mental health companion app



Fictional, fun app idea

Language learning with a twist



Part 2

How my career evolved



First job

Starting out as a Jr. UI/UX Designer

In a startup

Be a sponge & learn
from everyone

- Shadow seniors: Designers, Engineers, PMs
- Started with small features to build trust
- Grew to designing end-to-end experiences



Be like sponge, my friend

First job

Working alongside Product & Engineering

In a startup

Align

- Understand the problem space & constraints
- Align on the success metrics

Iterate, Iterate, Iterate

- Ideate on potential solutions
- Get early feedback
- Repeat

Handoff designs

- Review with team
- Ship & Launch

Part 3

What I wished I knew as a grad



What I wished I knew

Learn the boring fundamentals



What I wished I knew

**Your first job
is for you to learn**

What I wished I knew

It's normal to pivot

Thank you



Ferguson Nobel

Sr. Product Designer at SEEK



<https://linkedin.com/in/fergnobel>



My journey into

Product Management





Hi everyone, I'm Daniel

- Sr. Technical Product Manager @ SEEK
- Mobile App Platform Team (SEEK, Jobstreet & JobsDB)



What we'll cover today

1 A career in flying to product management

2 What does a product manager actually do?

3 Biggest lessons I've learnt

From The Cockpit to a Laptop

This was the plan since I was 4 years old....

- Completed my flying license at 19 in the Philippines
- Stayed on for a few months to do sightseeing flights
- Came back to Malaysia and was preparing for an airline career
- Started questioning if this is something I really wanted to do for the next 40 years of my life?



The Accidental Product Manager



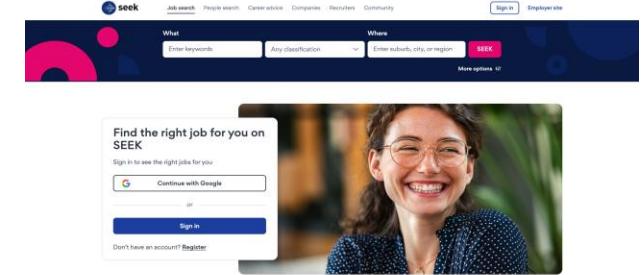
Co-founded a startup with a friend I met through squash

- Gave myself 2 years to try something different
- Spent my time working with engineers and marketers to understand what customers needed
- Didn't know I was doing product management



My first formal product role at Jibble – mobile product manager

- Went from 15 to 150 people in 3 years
- 70% product, 30% recruitment
- Eventually promoted to Head of Product after 3 years running the mobile team



Navigating enterprise product at SEEK...

- Joined the CareerHub team at SEEK, an internal startup
- Product grew from 20K to 2M users across our markets in 3 years
- Moved into a technical or platform product role to try something different

Where it all started

What does a product manager do?

A product manager wears many hats but our core responsibility can be distilled down into answering these 3 questions:

What should we build?

Why are we building it?

How do we build it?

What does a technical product manager do?

Engineers are our customers, not end users

The platform & infrastructure is our product

Platform health, developer and team productivity are our key metrics – the engine room



3 key lessons I've learnt along
the way

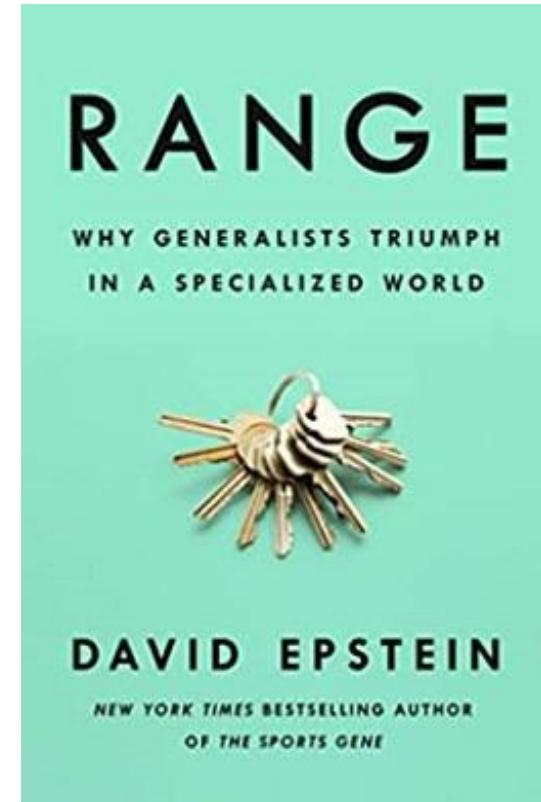


3 key lessons I learnt along the way

Learn to live outside the classroom

3 key lessons I learnt along the way

**Build range in the early
days of your career**



3 key lessons I learnt along the way

Excellence opens doors

From university to the real world

What Tech & Design Careers are Really Like

The Panels



Aina Diana

Software Engineer



Akid Baharom

Senior Product Designer



Asyraf Hafiz

Product Manager

The Moderator



Jordan Ling

Head of Skills Development
@ IT Society MMU Cyberjaya

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Feedback



Thank you

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